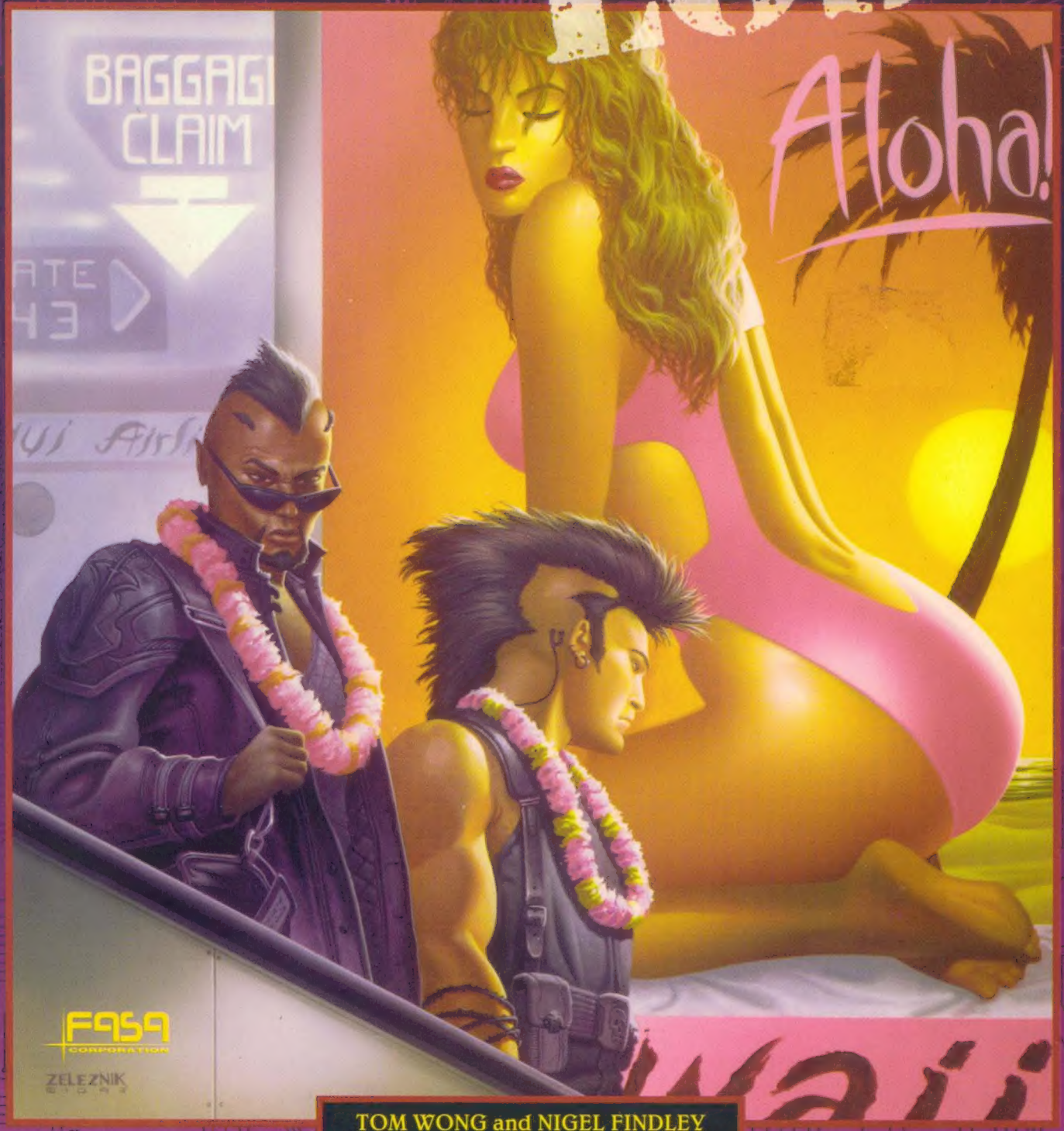
SHADOWRUN® 7317

PARADISE™ LOST



TOM WONG and NIGEL FINDLEY

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PARADISE

LOST

FASA CORPORATION

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TANGLED WEB: A PROLOGUE

Mary Falls tapped furiously on the keyboard of her tabletop computer, at a speed few humans or metahumans could match. Screen after screen of information flew by, too fast for unaugmented eyes to read—but not too fast for hers. Nature had given Mary what others had only through cyberware implants: inhumanly fast reflexes and a razor-sharp mind. Once every generation or so in the Falls family, true genius expressed itself in a living vessel. Once a child prodigy gawked at by the curious, Mary Falls had built herself a powerful and wealthy mid-size corporation at the relatively young age of 33.

A fat load of good it had done her. She typed faster, biting her lip until she tasted blood. The electronic river rolling down the flatscreen cast a pale, greenish light on the sharp lines of her catlike face. Silently, Mary cursed herself for trusting Molokai Microtronics. At first, she had found it difficult to believe her luck when that moron of an elven scientist brought her his breakthrough in the making, him bleating about making both their companies a fortune. She'd invested a fortune, all right, spending cred like water with the sure knowledge of a golden payoff. Three years of work and millions of nuyen later, when her prize new tech was almost market-ready, some bunch of slags had stolen it. Molokai Micro, maybe—or someone they'd tipped off for a share of the profit. *Her* profit.

It could have been anybody, for all I fragging know. Mary swore, pushing that thought away. Normally, she never threw good money after bad, but she had too much invested in this project to let it go. Gritting her teeth, Mary kept typing. Somewhere in the shadowiest corners of the Matrix, there had to be a team that could get her what she needed.

Naheka watched in satisfaction as his human captive sweated and retched under the pressure of the mind sift. The human convulsed as the last shreds of his resistance collapsed, and Naheka rumbled with pleasure. Soon he would have all the information he desired. The magnificent feathered serpent stretched the long muscles in his neck, luxuriating in his triumph. All his planning had paid off. He had the prototype and the defining software—the mind of the human scientist from Molokai Microtronics would reveal all the knowledge of the device that anyone had ever possessed. Master Ryumyo would be pleased with him for duping Mary Falls Inc., Molokai Microtronics, and the powerful and hated Mitsuhama.

The sift stripped the human's mind of information and intelligence, leaving it an empty shell. Naheka let the energies of the sifting spell unravel, digesting what he had learned as if it were a heavy meal. The serpent coiled his powerful tail around the unfortunate scientist and crushed him, as a human might step on a beetle. Naheka contemplated the body, then flung it in the air, snatched it back in mid-flight with his powerful jaws, and casually swallowed it down.

Kinu wandered through the sprawl of urban Honolulu in search of something, anything, to make himself feel like living. Each rundown building in the dark alleys brought back a different childhood memory—gang fights, brutal street politics, and the betrayal of friends in the struggle to survive. Kinu had graduated from these dismal gutters with flying colors. A real survivor, he was—a gutter rat to the bottom of his shriveled soul. ALOHA, the Army for the Liberation of Hawai'i, had recruited him for one cause. Later, Mitsuhama had secretly recruited him for another. He had betrayed one master for a new one, but nothing had changed. Money and power gave the game glitz and glamour, but underneath it all, it was still the game of the shadows. There was no escape, just prettier facades.

Mary Falls sat back, her busy hands quiet now, a smile slowly spreading across her face. This group of shadowrunners ought to be just about perfect. . .

DALY

INTRODUCTION

Paradise Lost is a roleplaying adventure set in the world of **Shadowrun**.

The year is 2055. Advances in technology are astonishing, with humans able to merge with computers and travel through that electronic netherworld of data known as the Matrix. Even more astonishing is the return of magic. Elves, dwarfs, dragons, orks, and trolls have reassumed their true forms, while megacorporations (rather than superpowers) rule much of the world. Moving through it all like whispers in the night are the shadowrunners. No one admits their existence, but no one else can do their secret work.

This adventure begins in the shadows and back alleys of Seattle's urban sprawl, then moves to the islands of the Independent Kingdom of Hawai'i, whose fantastic natural beauty conceals the same shadows found in the rest of the world. Within its borders, megacorporations, political groups, and paranormal beings vie for power at the expense of the ordinary citizen. Not even the kingdom's relative isolation in the Pacific Ocean can keep it free of sinister global influences.

GAMEMASTERING NOTES

Paradise Lost pits the runners against powerful and clever opposition. To have any chance of success, the runners must focus on their goals to the exclusion of all else, no matter how sorely tempted they may be to follow interesting sidelines. In this adventure, getting sidetracked can get a runner killed. If necessary, the gamemaster can adjust game statistics to suit his players, but skill and experience will still make the difference between life and death.

Paradise Lost takes the runners to a foreign environment, in the process depriving them of some of their usual equipment and contacts. Their employer's generosity compensates for this handicap, up to a point. The runners will be granted privileges far and above anything most of them have ever experienced, but at the price of sacrificing considerable freedom. As extremely well-paid hirelings, the team must follow orders and walk a narrow path, while still using the ingenuity and resourcefulness characteristic of novahot runners.

Like other **Shadowrun** adventures, **Paradise Lost** uses a decision-tree format that allows the players' team to arrive at the same encounter via different routes, depending on the choices they make and the success or failure of their actions. Because **Paradise Lost** requires less investigation than many **Shadowrun** adventures, the plot offers fewer possible directions. The **Plot Synopsis** at the end of this section describes the most likely sequence of events, though the gamemaster should be prepared for any choices the player characters may make.

Except for sections designated as **Player Handouts** and the **Kingdom of Hawai'i** background section, the contents of **Paradise Lost** are for the gamemaster's eyes only. Before playing this adventure, both players and gamemaster need to be familiar with the basic **Shadowrun, Second Edition** (**SRII**) rules. The gamemaster must also have a thorough familiarity with the material in this book, in particular a clear understanding of the connections between the different encounters.

Paradise Lost is designed for a team of five to eight shadowrunners, including at least one skilled decker and preferably a topnotch rigger. It will be to the team's advantage to include a mage or shaman with a solid command of several illusion and manipulation spells, and a few talented street samurai. If necessary, the gamemaster may round out the shadowrunning team with additional non-player character recruits hired by Mary Falls, Inc. The runners' employer will provide virtually any piece of gear they might need, though their skills and abilities are far more important than how much hardware they can

pack. **Paradise Lost** is a tough adventure in which the players' actions have important international ramifications.

SHADOWRUN RULES

Paradise Lost uses the **Shadowrun, Second Edition** (**SRII**) rules. All game information, specifically statistics, appears in the **SRII** format. Gamemasters still using the first-edition rules will need to convert the non-player characters (NPCs) presented in this book to their first-edition equivalents. The gamemaster must also adjust weapons to reflect different Damage Codes, watch for differences in some spells, and calculate various Dice Pools for use with first-edition rules. This adventure also assigns some mage NPCs spells found only in the second edition of the **Grimoire**. Gamemasters who do not own the second-edition **Grimoire** should substitute appropriate spells from **SRII** or the original **Grimoire**.

MAKING SUCCESS TESTS

During the course of **Paradise Lost**, the players will make a number of Success Tests using a skill and a given target number. These Success Tests are indicated by the name of the appropriate skill and the target number. For example, a Stealth (6) Test refers to a Stealth Success Test with a Target Number of 6.

Paradise Lost sometimes suggests a Skill Test to replace or augment specific roleplaying encounters. Gamemasters may ignore these dice rolls if not needed, making that judgment based on the player characters and the circumstances. When used, these opposed tests (p. 68, **SRII**) usually require the player character involved to test his or her skill against a non-player character using the same or an opposing skill, with only one of them able to actually succeed in the effort. Usually, the character generating the greater number of successes achieves his goal. Opposed tests are indicated by the name of the appropriate skill and the rating of the opponent's skill to be used as a target number. Negotiation is a typical situation in which this type of test may be used. In a Negotiation (Willpower) Test, for example, the initiating character rolls a number of dice equal to his Negotiation Skill against a target number equal to his opponent's Willpower Rating. The opponent makes the same test using a number of dice equal to his Negotiation Skill against a target number equal to the initiating character's Willpower Rating. The character that generates the most successes wins the opposed test and adjusts the outcome in his or her favor. The difference in successes generated, or the net successes, determines the final result of the action.

SUCCESS TABLES

At times, the gamemaster will use success tables to determine how much information the players receive from inquiries and investigations. Each success table lists different information obtained for different numbers of die roll successes. Rolling a higher number of successes always reveals the information for the lower numbers of successes as well. For example, a character rolling three successes would learn the information for three successes, but also the information for one and two successes.

HOW TO USE THIS BOOK

Along with the **Shadowrun** rules and the **Grimoire, Second Edition** (**Grimoire II**), **Paradise Lost** contains all the information needed to run this adventure. Information necessary for this adventure appears in the **Rigger Black Book** and the **Neo-Anarchist's Guide to Real Life** (**NA Real Life**), and has been reprinted from those sources in this book. The gamemaster may find additional information from these sourcebooks useful, in particular the **Neo-Anarchist's Guide to Real Life**. Before the start of play, the gamemaster should read through the adventure carefully, paying particular attention to the sequence and timing of events. Some important plot developments will not become apparent to the players until well into the adventure, but the gamemaster will have to lay the groundwork early on. He can do that best by being familiar with the entire storyline. In addition, the relationships between several non-player characters in **Paradise Lost** color the interwoven events of the plot, and the gamemaster must understand these relationships and events in order to respond to the runners' activities in a believable and timely fashion. The gamemaster should also carefully examine all maps, plans, diagrams, and player handouts.

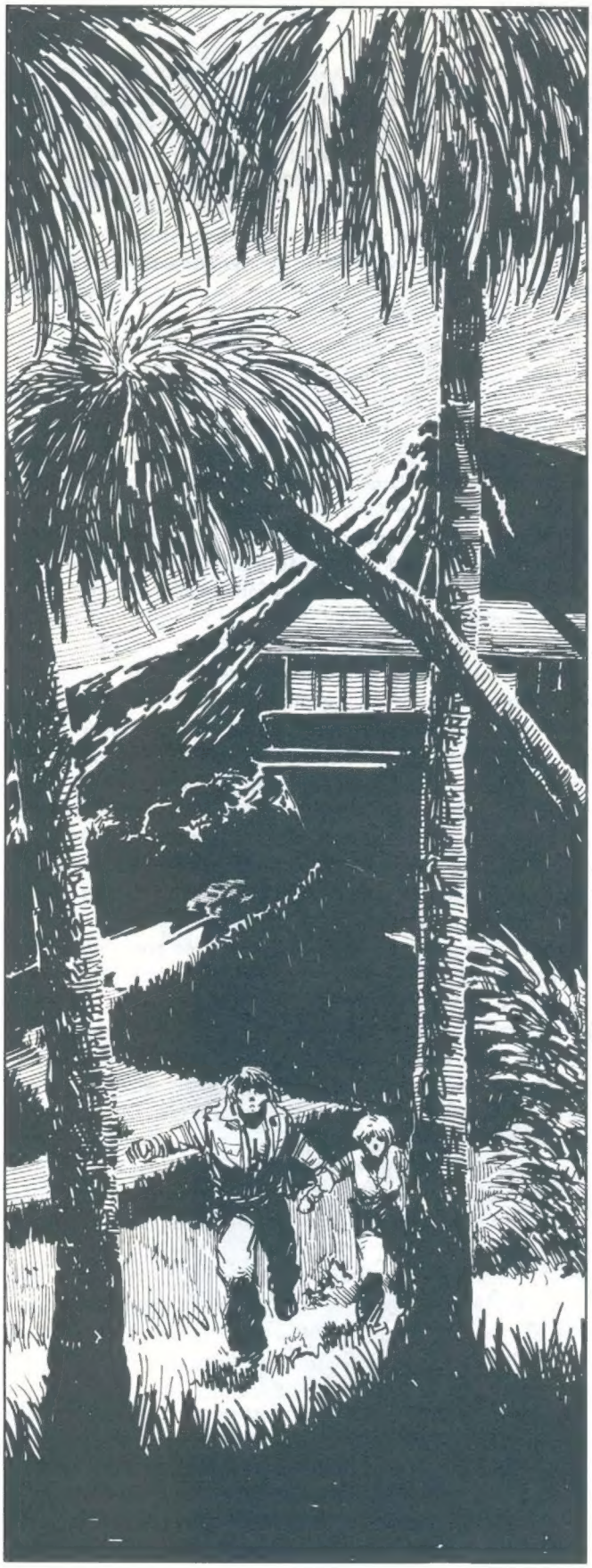
The written adventure tries to cover all the most likely, and even some of the more improbable ideas that the players might come up with during the adventure. It is impossible, however, to predict every possible action the players might take, and so the gamemaster must be prepared to improvise if necessary. Again, being familiar with all the major non-player characters and their motivations will help. The **Plot Synopsis** later in this section summarizes in detail both the story background and the most probable course of the adventure. Within this synopsis, the first mention of names of characters important to the adventure appears in **boldface** type.

The adventure consists of a series of encounters that advances the player characters toward their goal. Each encounter is divided into four brief sections titled **Tell It to Them Straight**, **Hooks**, **Behind the Scenes**, and **Debugging**.

Tell It to Them Straight is read aloud to the players. It describes where the player characters are and what is happening to them as though they were actually there. Depending on the point in the adventure at which the encounter occurs, and also upon the player characters' previous choices, the gamemaster may need to adapt the text to better fit the situation. Special instructions to the gamemaster will appear in **boldface** type.

The next section, **Hooks**, provides the gamemaster with hints and tips on imagery to use in the scene, emotions to convey, sounds, sensations, textures, and the like. Information in this section varies from encounter to encounter, ranging from general themes to specific emotions.

Behind the Scenes tells the gamemaster what is really happening in each encounter as well as indicating the possible direction of events. Information the players can discover, any relevant NPC information, and the consequences of player actions also appear here. If a map is needed to play the



encounter, it is included in this section. Non-player character stats needed to roleplay the section are usually included here as well, though in some cases, the gamemaster may be directed to existing archetype or contact statistics in **Shadowrun, Second Edition**. This section may also include hints or suggestions for handling the encounter.

Debugging provides suggestions on how to get the adventure back on track if things go too far wrong. Because the players have several opportunities to miss vital clues in this adventure, the gamemaster may find these suggestions particularly useful. They are, however, only suggestions. If the gamemaster can think of a better method to redirect the game, he should feel free to use it. The gamemaster can, of course, ignore these suggestions and let the chips fall where they may.

Several special sections at the end of the book gather together essential information needed throughout the course of the adventure. The **Legwork** section contains information the player characters can obtain through their contacts or through the public data nets. Because this adventure assumes that the runners are foreigners to Hawai'i and have no contacts on the island, they must use considerable ingenuity to get information from their usual contacts back in Seattle. **Cast of Shadows** gives vital statistics and background information on important NPCs that appear in the adventure. Minor non-player character statistics appear in the appropriate encounter within the adventure. **Picking Up the Pieces** lists the Karma awards the player characters receive for completing the adventure, as well as discussing major and minor changes in their lives that will occur as a result of their involvement in the adventure. **Player Handouts** consists of different NewsNet items, depending on the outcome of the adventure.

The **Gamemaster Information** section contains a variety of information the gamemaster will need or find useful during the adventure. **Security** includes material on weapon detectors condensed and reprinted from the **Neo-Anarchist's Guide to Real Life**, specifically those descriptions and additional rules that will assist the gamemaster in running the security systems with which the player characters must cope. **Matrix System Maps** contains detailed maps of the main ALOHA and 2M computer systems, which the runners may deck into at any time during the adventure via the Matrix. Maps of computer systems not connected to the Matrix are included in the appropriate encounters. Finally, **Undercover Identities** provides the runners with false identities that they will use in their undercover work during this adventure.

The **Kingdom of Hawai'i** background section contains information of use to both players and gamemaster in running not only this adventure, but possible further adventures in the Independent Kingdom of Hawai'i.

PREPARING THE ADVENTURE

It is impossible to create a published adventure that provides the appropriate opposition level for every group of player characters. Some groups are inherently more powerful than others.

The gamemaster must adjust the game statistics and capabilities of the opposition to provide an appropriate level of difficulty for the group. If the adventure does not suit the player

characters' strengths and weaknesses, the gamemaster may use it as an outline to develop an adventure of his or her own. Or, if it works well except for a quirk here and there, the gamemaster can modify any part of the plot and story events to tailor the adventure to the players. Because **Paradise Lost** involves extremely high stakes and a corresponding level of danger, the gamemaster should be careful not to reduce the power of the opposition so much that it strains the credibility of the story.

The adventure suggests Threat and Professional Ratings for each of the NPCs. Per **SRII** rules, use Threat Rating dice in place of Dice Pools for NPCs (p.187, **SRII**). Gamemasters may adjust the actual Threat Ratings to better reflect the level of opposition presented by the player characters, but be careful not to reduce those ratings too much.

Such manipulation will be crucial to running some of the firefights in this adventure at a manageable level. The fights in **Paradise Lost** work best if choreographed like an action movie. Though lead and magic flies everywhere, only a few of the bad guys actually get a clean shot at the heroes at any one time. That limitation, and applying the **SRII** Professional Rating rules, should help keep large fights under control.

For gamemasters using the first-edition **Shadowrun** rules, the Professional Rating system works as follows. NPCs with a Professional Rating of 1 will withdraw from a fight after taking a Light wound. Those rated at 2 will withdraw after taking a Moderate wound, those rated at 3 withdraw after a Serious wound, and those rated at 4 will fight until unconscious or dead.

PLOT SYNOPSIS

In the late fall of 2051, during a routine run in the Seattle matrix, a mediocre elven decker named **Hackpool** ran across a golden, globe-shaped icon. Intrigued by the icon's apparent lack of protection, Hackpool reached for the construct, and much to his surprise triggered black IC that appeared as a gaping maw filled with bloodied teeth. Unknown to the luckless elf, the golden icon belonged to a megacorporation that was field-testing its new defenses. As far as the megacorp's deckers could tell, the experiment worked perfectly; the black IC devoured Hackpool's persona, leaving no trace of him.

Meanwhile, Hackpool's panicked consciousness slammed back into his meat body. Against all odds, the elf found himself alive and kicking, having suffered no more from the IC attack then a nasty scare. The puzzled elf pondered this apparent miracle, wondering what on earth could have saved his miserable skin. His deck was anything but state-of-the-art, and he lacked elegant defense utilities. He had, however, rigged an ancient REX signal modifier to clear up his deck's fuzzy audio-visual signal. Upon examining his REX, Hackpool discovered its circuits slagged. Apparently, the REX had somehow short-circuited the lethal biofeedback loop normally created by black IC and had saved his body and brain cells from the ravages of the IC's assault on his mind. Dimly, Hackpool realized he had stumbled onto something amazing (and potentially lucrative).

Hackpool knew that most electronics companies neither made nor sold the little-used REX components anymore. He'd

bought his own at an old pawnshop. He searched frantically for the manufacturer, but discovered the company had gone bankrupt 20 years ago. Determined to make his chance discovery pay off, Hackpool contacted several Mr. Johnsons of his acquaintance, and one of them led him to **Mary Falls, Inc. (MFI)**. This midlevel corporation specialized in food products, but was eager to diversify its business. Intrigued by the potential of Hackpool's find, MFI hired the elf to head a research team dedicated to development of the technology they named the **AFD (Anti-Flatlining Device)**.

Using its considerable corporate resources, the MFI team easily recreated the REX circuitry. The death of a decker during lab testing, however, graphically proved that a fully functional REX provided no protection against black IC. From the botched test run, the MFI researchers concluded that Hackpool's miracle had not been caused by REX circuitry, but by the way in which the worn-out components of Hackpool's REX had interacted with the IC. To duplicate his discovery, they had to find out which components had failed and how, and then duplicate those malfunctions in a manufacturable unit.

The MFI research team spent more than a year trying to solve this knotty problem, until Hackpool succumbed to black IC while testing a preliminary model in the Matrix. MFI's president and principal shareholder, **Mary Falls**, concluded that MFI lacked the necessary facilities to properly research and develop the project and decided to search for a joint-venture partner.

Bypassing the megacorps for fear of a hostile takeover, Mary discovered the ideal partner in the Hawai'i-based company, **Molokai Microtronics (2M)**. In addition to its state-of-the-art research facilities, 2M's isolated location provided relative seclusion from prying megacorps.

Within six months, 2M had developed a working AFD prototype. Molokai's top management, however, doubted MFI's ability to market and distribute the product, and quietly sold the AFD prototype to **Mitsuhama Computer Technologies** for a hefty fee.

According to a prearranged plan, an MCT undercover assault team descended on a meeting of representatives from MFI and 2M at Molokai's offices in Honolulu, slaughtering everyone present. At the same time, MCT raided 2M's lab, located on a small island off the coast of Molokai. The raiders stole all the AFD prototypes, downloaded the necessary data files, then destroyed every remaining scrap of information on the project and killed all staff members working on the AFD except for a single scientist. Molokai's top corpboys, of course, had already received compensation from MCT for "assets expended" in the raid.

The leader of the MCT assault team that struck the lab is **Robbie "Kinu" Kurosawa**, an undercover agent for both MCT and **ALOHA (Army for the Liberation Of Hawai'i)**. ALOHA, a radical group of descendants of the original Polynesian Hawai'ians, wish to free Hawai'i from corporate and political foreign influence and to unite all the islands of Polynesia. Though Robbie works for both ALOHA and MCT, lately he has begun to believe in ALOHA's cause. Like MCT, ALOHA has a vested interest in acquiring the AFD; through Robbie, ALOHA saw a chance to take what it wanted.

ALOHA's mysterious and powerful leader, the feathered serpent Naheka, acted on a tip from Robbie and turned the tables on MCT. As the MCT assault team departed from the ruined lab in its water transport, Naheka surfaced from the ocean depths and attacked, drowning all members of the MCT team except for Robbie and two other undercover ALOHA agents. Robbie's fellow agents gathered up the AFD prototypes, data chips, and the surviving scientist and departed for ALOHA's secret headquarters in Waimea Canyon on the island of Kauai, while Robbie stayed behind to fabricate a story for MCT. Claiming that the kraken known to lair in the area had attacked the assault team, Robbie told MCT that the AFD prototype and data fell into the ocean. MCT sent search boats out to find their lost prize. As the player characters enter the story, the search parties have turned up nothing and MCT is conducting an intensive investigation. Though the corp does not yet suspect Robbie's involvement, they are keeping a careful eye on him and on every other member of the search parties.

Molokai, meanwhile, has assured MFI that because the raids took place on their property, they will find and deal with the perpetrators. Though MFI publicly accepts this arrangement, Mary Falls privately trusts nobody. Because her presence in Hawai'i consists of only a single agent, she hires shadowrunners to make a long, long run to Hawai'i and find out what really happened at the Molokai lab. The rewards, should the runners succeed at their task, will more than compensate for the risks.

Because MFI has invested so much in the AFD project, Mary Falls plays Mr. Johnson. She invites the runners to dinner at a luxurious restaurant, where she tells them a little about the AFD project and the joint venture between MFI and 2M. She offers the runners a hefty fee to discover who conducted the raids and why, and to retrieve the AFD prototype and data files.

The runners land at Honolulu airport, where they see a newscast that mentions a recent terrorist attack carried out by ALOHA. They check into a deluxe suite at the Honolulu Hilton and meet their bellboy, **Daniel Kapaa**, who also happens to be MFI's sole operative in Hawai'i. Following Kapaa's instructions, the characters play tourists, spending their first day surfing, suntanning, and sightseeing. That night, they meet an informant at the Kona Kalaa Luau who gives them the keys and access codes they need to break into 2M's corporate offices in Honolulu.

The runners break in and surprise an ALOHA squad that has returned to 2M's offices to make sure the corp has no more data on the AFD. The runners capture an ALOHA member who worked as an account executive for 2M; he reveals ALOHA's involvement in the disappearance of the AFD, and directs the runners to ALOHA's headquarters in Waimea Canyon. The runners must travel to Waimea, break into ALOHA's headquarters, and retrieve the AFD files from the main research computer. They must also take the prototypes and backups of the files from Naheka's private study, all without attracting unwelcome attention from a band of terrorists and an extremely powerful dragon who regards mere (meta)human life as cheap. . .

RUNNING THE ADVENTURE

During the course of this adventure, the player characters get quite a few glimpses of the good life. As players in a higher-stakes game than usual, they receive better treatment from their employer but must do more to earn it. Make sure the players understand the consequences of failure by immersing them in pleasant descriptions of warm sun and surf, the beautiful people, and breathtaking scenery, contrasted sharply with the brutal actions taken by 2M, Mitsuhama, and ALOHA. Use the character of Naheka as a motif for the adventure. Beneath the feathered serpent's beauty lies a cold, uncaring heart that sees others merely as resources to be used and expended.

Pay particular attention to pacing. The runners have approximately seven days to complete this adventure once they arrive in Hawai'i. If they do not complete the run within those seven days, Naheka makes the deal with Fuchi described in **Picking Up the Pieces**, p. 50.

R.S.V.P.

TELL IT TO THEM STRAIGHT

For characters who have a telecom, read the following aloud or give the player a copy of Player Handout 2, p. 63.

You jander home after a day spent loitering in your favorite seedy hangout, swilling cheap beer because it's the only thing you can afford and looking for an opportunity that never knocked. As you pass your telecom, you notice that some slag has left a message in your e-mail. You're tempted to ignore it, but the small corner of your psyche that refuses to give up hope decides to take a peek. Much to your surprise, you read the following:

>>>>>[GREETINGS! Your reputation precedes you. Street buzz says you're the best. I can offer you a chance to prove it for top pay. Interested? Meet me at La Maison D'Indochine tomorrow at 20:00.

R.S.V.P. by 12:00 tomorrow, LTG 1206(43-9683) mailbox 001]<<<<<

For characters without a telecom, read the following aloud:

You gulp down the last of your final after-lunch beer and jander toward the exit of your favorite seedy hangout. Time for you to hit some other dive and see if any biz is cooking there. You could use some biz; your cred reserves have sunk so low that pretty soon you'll be guzzling soybeer.

As you step out the front door, a large hand drops onto your shoulder. You spin around fast, ready to fight, but think better of it at the sight of a large troll dressed immaculately in a pinstripe suit. The troll greets you politely in a deep, gravelly voice. "Good afternoon, [character's street handle]. This is for you." He hands you a plain, white envelope, bows as elegantly as a troll possibly can, and disappears into the sidewalk crowd.

HOOKS

Pique the players' interests in this encounter. Make them feel flattered as well as intrigued. Whether they receive the e-mail message or meet the polite troll, emphasize that someone they don't know both knows them and has found them, but seems to intend them no harm. Use what you know of each character's history to make it plausible that their past records have impressed a Johnson who wants to hire them.

BEHIND THE SCENES

If the characters meet the troll, he bids them good-bye and leaves immediately after handing over the invitation. If the characters follow him and ask who sent him, he replies, "I'm sorry, but I don't know. I'm only a messenger." The troll, named Egmond, works as a bouncer at a popular local night spot and occasionally performs discreet deliveries for well-paying customers. An MFI corporate guard hired him to make this delivery, but Egmond does not know the man's identity. For Egmond's statistics, use the Troll Bouncer contact on p. 213 of **SRII**, raising Charisma to 3, Etiquette (Street) to 4, and adding the Etiquette (Corporate) 4 skill. Egmond carries a Beretta Model 101T in a jacket holster and wears stylish armor clothing.

The white envelope contains a hard-copy print of the same message that characters with a telecom have received via e-mail. (Give the players Player Handout 2, p. 63.) Runners without a telecom must find access to one in order to post their response to the invitation.

If the characters trace the LTG mailbox, they discover that it is part of a public, pay-per-use, e-mail service and that clients call in to retrieve messages. This particular mailbox belongs to John Doe XVII.

After responding to the invitation, each character will receive the following message, either via e-mail or in another envelope from Egmond. Read the following aloud or give the players Player Handout 3, p. 63.

>>>>>[Please dress in suitable attire, and ask for the table reserved for Smithson. I will expect you promptly at 20:00.]<<<<<

The players have most of the day to prepare for the meeting. If the characters want to check out the restaurant, go to **Legwork**, p. 51. Appropriate clothing costs 200¥ per point of Body for each character. In order to carry off a sophisticated look, each character must achieve 2 or more successes on an Etiquette (Corporate) (6) Test. If the test is unsuccessful, that character's ensemble somehow fails to look quite right.

DEBUGGING

If the players decline or fail to respond to the offer by the scheduled meeting time, Mary Falls will find another team. Several weeks later, the runners will hear tales of that team's wild success.

LA MAISON D'INDOCHINE

TELL IT TO THEM STRAIGHT

You approach La Maison d'Indochine, wondering what kind of Johnson would set up a meet in a place like this. Bright lights shine under the pretty pink awnings, and even from outside the place reeks of wealth and sophistication. This place is some step up from the usual scruffy bar or Stuffer Shack—you could blow a couple of months' earnings in a single evening.

You walk in, and immediately envy your Johnson's fat credstick. Though small, the interior exudes elegance. Golden chandeliers hang from the high ceiling; live palm trees and bamboo plants stand in pots made of lapis lazuli, evenly spaced along the walls. A holographic stage off to the right shows breathtaking scenery from Southeast Asia. A string quartet of elves plays something sparkling and baroque, as far removed from your usual slash-metal as diamonds are from muck.

Tall, slender, and drop-dead gorgeous, the maitre d' stops typing on the computer keyboard at her stand as you approach. She flips long, glossy, black curls over her shoulder and asks politely, "How may I help you, gentlemen?"

When the characters reach Mr. Johnson's table, read the following:

A woman in her mid-30s, dressed head to foot in blue-and-gray corporate chic, looks up as you arrive at the table. Her brown hair is sleeked back into a severe chignon, and she blinks at you from behind a pair of round, black-rimmed spectacles. If she lost the glasses, let her hair down and dressed for a night on the town, she might look quite attractive.

The lady introduces herself as "Mr. Johnson" and says little throughout the sumptuous meal. As you push back your plates, your appetites finally sated, she says, "Let's get down to business. The party I represent has sought you out because of your unmatched skills and record of successes. I have a job for you, if you're interested. It requires a lot of travel and pays extremely well—in fact, more than you've ever received for a single assignment. And it is very, very important to my client. Would you like to hear more?"

The Johnson eyes each of you in turn. "Before I continue, I must warn you that the information you are about to hear is strictly confidential. If you hear me out and then turn me down, I will take all necessary precautions to ensure that this information does not fall into the wrong hands. I think you know what I mean, so we'll say no more about it.

"For the past few years, my client's company has been working on a product known as the AFD. To develop it, the company entered into a joint venture with Molokai Microtronics, also called 2M, in the Independent Kingdom of Hawai'i. Molokai researched the project in their labs. Two weeks ago, representatives of both companies met at 2M's corporate offices in Honolulu to discuss progress. An efficient assault team showed up and assassinated everyone present—and at the same time, someone raided the AFD research lab. So 2M claims, at least. According to their story, the raiders either stole or destroyed all the AFD prototypes and data files, and murdered all personnel working on the AFD. Molokai Microtronics told my client that because the raids occurred on its property, it would take full responsibility for the investigation. My client agreed to this, but wants some assurance that 2M is dealing straight.

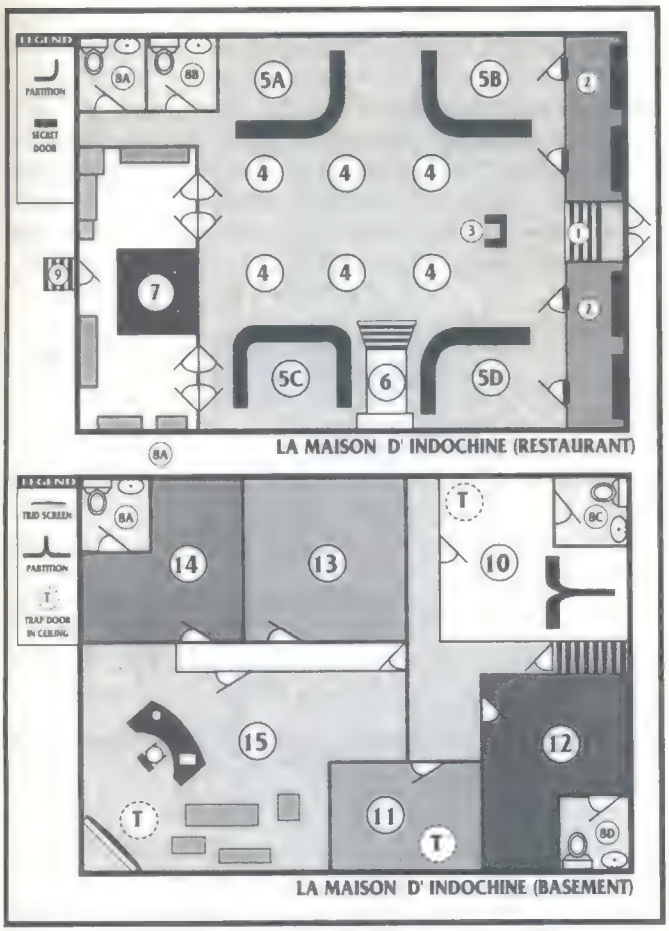
"Your street reputations and track records have led my client to believe that you are the right people for the job. On my client's behalf, I want you to go to Hawai'i and investigate the raid on 2M and, if possible, retrieve the AFD prototypes and data files. Unfortunately, my client does not know the location of 2M's laboratory. Company operatives, however, should be able to get you into 2M's corporate offices. The company will also provide you with cover identities, and I will personally see that you are adequately equipped for the mission. If you take the job, I can give you 10,000¥ each up front and another 50,000¥ apiece upon completion."

HOOKS

Give the players a brief glimpse of what it feels like to take La Maison's luxury for granted. Considerable tension, however, underlies the elegant facade. Everyone behaves according to unwritten, strict rules of conduct. The restaurant patrons engage in short, terse conversations, and no one really smiles. Make the runners feel as if inappropriate behavior might bring consequences far more dangerous than mere social disapproval.

BEHIND THE SCENES

La Maison d'Indochine serves deluxe French and Vietnamese food in a private, elegant setting. The exorbitant prices reflect the quality of the food, the beauty of the surroundings, and the restaurant's reputation among corporate top dogs as a secure place to do business over a delicious, relaxing meal. The cement walls are extremely thick, and chandeliers hang from various spots in the 14-foot-high ceiling. In addition to the dining room on the main level, the restaurant includes two private rooms on the lower level. The proprietor, Jeremy Ngok, also maintains a sleeping area downstairs for those nights when he works late (and for discreetly entertaining company).



LA MAISON D'INDOCHINE MAP KEY

The following text and map key apply to the map of La Maison d'Indochine.

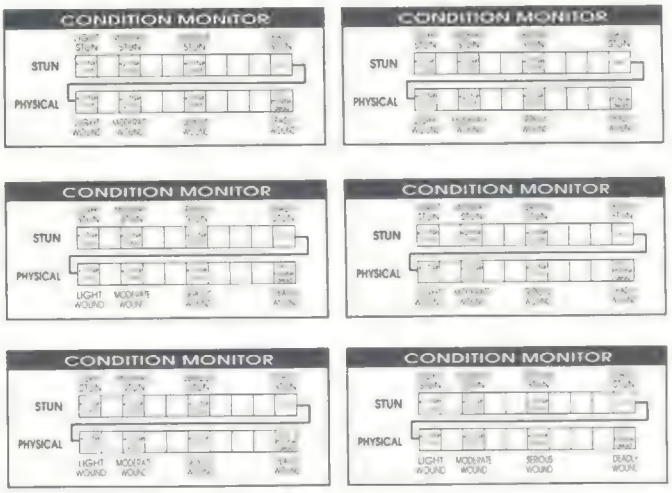
Front Stairs (1)

The polished-oak front doors open onto a short marble staircase that leads up into the restaurant's main dining area. The staircase functions as a magnetic-anomaly detector, with a Rating 9 and Concealability of 10. If the players set off an alarm, security guards step out of hidden wall panels and demand the characters' weapons. If the players refuse to comply, the guards immediately open fire with stun weapons and then call Lone Star. Six cops arrive within five minutes of receiving the call.

Lone Star Cops (6)

B	Q	S	C	I	W	E	R	Armor
4	4	4	2	3	3	6	3	5/3

Initiative: 3 + 1D6
Threat/Professional Rating: 3/3
Skills: Armed Combat 3, Etiquette (Corporate) 4, Etiquette (Street) 3, Firearms 3, Unarmed Combat 3
Special Skill: Police Procedures 4
Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/2 spare clips], Armor Jacket (5/3), Sap [6M Stun]



Security Monitoring Rooms (2)

La Maison's security force keeps constant watch over the restaurant from the monitors in these two rooms. Ngok posts six guards in each room during the restaurant's operating hours, with two guards assigned only to the monitors. At the first sign of trouble, the remaining ten guards dash into the restaurant. Specially designed wall panels that look like part of the restaurant's decor allow the guards to enter and leave the security rooms.

Security Guards (12)

B	Q	S	C	I	W	E	R	Armor
4	4 (5)	4 (5)	3	3	3	4.5	3	5/3

Initiative: 3 + 1D6
Threat/Professional Rating: 3/3
Skills: Armed Combat 3, Electronics (Maglocks) 2, Etiquette (Corp) 4, Firearms 5, Unarmed Combat 3
Cyberware: Muscle Replacement (1), Smartlink
Gear: Ares Predator [Heavy Pistol, 15 (clip) gel rounds, SA, 7M Stun, w/2 extra clips, internal smartlink], Armor Jacket (5/3), Stun Baton [6S Stun]

The guards try to take down troublemakers quickly, with as little fuss as possible. Though they try to prevent escape, they rarely pursue offenders very far outside the restaurant. Culprits they successfully stun are turned over to Lone Star when the cops arrive. If necessary, use the condition monitors given in the back of this book.

Maitre d' Post (3)

The maitre d' stands behind this small podium. If the player characters are appropriately dressed and remember to ask for Smithson, (see **R.S.V.P.**, p. 11), have the first runner to address the maitre d' make an Etiquette (Corporate) (6) Test. If the test is successful, the maitre d' checks the reservation on her Fuchi P100 tabletop computer, smiles and says pleasantly, "Right this way, please."

If the test is unsuccessful and/or some of the runners lack appropriate clothing, the maitre d' takes a few moments to check the reservations on her computer. After confirming the existence of the Smithson reservation, she glances pointedly at

her computer's credstick slot and waits expectantly. The maitre d' refuses to budge until a runner puts at least 50 nuyen into her account. Should the runners try to force their way past the maitre d', she presses the PANICBUTTON™ on the side of her podium. The security guards rush out and immediately open fire, and the guard manning the monitors calls Lone Star. A six-trooper patrol arrives within five minutes.

Maitre d'

B	Q	S	C	I	W	E	R
2	4	2	4	4	4	4.5	4

Initiative: 4 + 1D6
Threat/Professional Rating: 1/2
Skills: Computer 3, Etiquette (Corporate) 5, Japanese 4, Unarmed Combat 2
Special Skill: Restaurant Management 3
Cyberware: Datajack w/100 Mp of memory, telephone
Gear: Tabletop computer with 5,000 Mp of memory

In the event of trouble, the maitre d' takes cover behind her podium or scrambles into one of the restaurant's private booths. She fights only in self-defense.

Tables (4)

Six tables, each of which comfortably seats four, are carefully arranged on the main floor of the restaurant. The tables accommodate those who do not want to pay extra for the luxury of a private booth. As usual, the tables are booked to capacity. If a fight breaks out, patrons will duck under the tables for protection. Use the Mr. Johnson archetype, p. 210, **SRII**, for the patrons' game statistics if necessary.

A staff of three waiters and three busboys serves the diners. These hard-working individuals divide their efforts between the tables and the private booths (Areas 5A to 5D). For their game statistics, use those listed for the maitre d'.

Private Booths (5A) – (5D)

These private booths are hidden behind sturdy panels which are three meters high and hard to knock over. Each booth features a large, round table and chairs, as well as a couch built into the partition panel. Each patron reserving a booth receives a wristband with a built-in PANICBUTTON to alert the security guards in case of trouble. Booths 5A and 5C also have trap doors hidden in the floor that open into private rooms below. These electronically controlled doors can only be operated from the security room computer.

Mary Falls' Booth (5A)

The maitre d' leads the runners to this large, private booth in a back corner of the restaurant, where they find Mary Falls waiting for them. The booth is located above a private room on the lower level that Mary has rented for the evening.

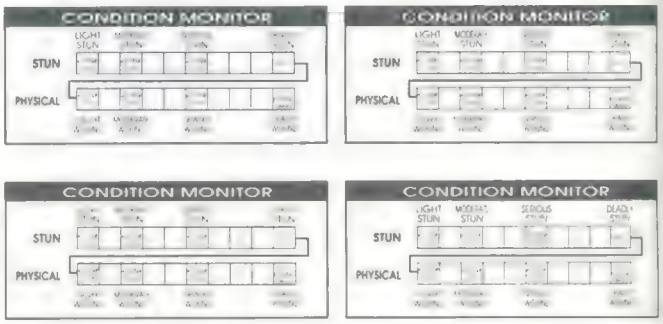
Entertainment Area (6)

A few steps lead up to a stage that displays holographs of Southeast Asia. An elven string quartet arranged on the steps plays light, classical music. In addition to their musical skills, the musicians offer extra security. If the regular security guards need help, the elves back them up.

Elven Musicians (4)

B	Q	S	C	I	W	E	R	Armor
4	6	3	6	4	4	5.8	5	2/1

Initiative: 5 + 1D6
Threat/Professional Rating: 3/3
Skills: Electronics 2, Etiquette (Corp) 3, Firearms (Pistols) 4, Unarmed Combat 5
Special Skills: Composition (Classical) 2, Instrumental Music (Classical) 6
Cyberware: Synthlink (specialized datajack for electronic musical instruments)
Gear: Armor Vest (2/1), Fichetti Security 500 [Light Pistol, 12 (clip) gel rounds, SA, 4L Stun], Kazuki 300 violin synthesizer



If trouble breaks out, the elves initially play helpless and head for cover. They watch the combat while moving into strategic positions, ready to attack if the security guards appear to need assistance.

Kitchen (7)

A set of swinging doors leads into the main dining area, and a similar door leads into the alley outside. Cupboards line three of the walls. In the center of the room is a large cooking area full of ovens, microwaves, and counters bearing various kitchen implements. The kitchen staff consists of a chef, two cooks, and two prep cooks. Use the Bartender archetype on p. 203, **SRII**, for game statistics, replacing the special skills listed with Cooking 5.

Restrooms (8A) – (8E)

Location 8A is the women's restroom. Location 8B is the men's restroom.

Back Stairs (9)

The back stairs lead from the alley to this heavily secured door, which opens only to those with passcards. Passcard

holders include proprietor Jeremy Ngok, the chef, and patrons renting the private rooms on the lower level. For this evening, MFI is renting one room; the other is vacant. Once an individual inserts his or her passcard, backup security systems perform a retinal scan. If the pattern does not match that on file for the passcard holder, access is denied and an alarm alerts restaurant security. The retinal pattern of an MFI employee, the chief troll guard Bounder, has been temporarily added to the restaurant files. The door has a maglock with a Rating 6 and the retinal scanner has a Rating 5.

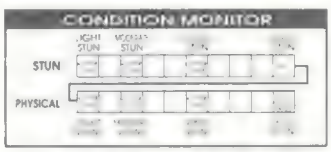
Bounder

B	Q	S	C	I	W	E	R	Armor
11 (12)	4	10	4	5	2	3.5	4 (6)	5/3

Initiative: 6 + 2D6
Threat/Professional Rating: 6/4
Skills: Armed Combat 3, Athletics 6, Economics 5, Etiquette (Corporate) 4, Etiquette (Street) 5, Firearms 6, Interrogation 6, Negotiation 4, Unarmed Combat 7
Cyberware: Dermal Armor (1), Smartlink, Wired Reflexes (1)
Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/Smartgun Link], Armor Vest (5/3), DocWagon™ Platinum Contract, Stun Baton, Uzi III [SMG, 24 (clip), BF, 6M, w/Smartgun Link]
Notes: Has +1 reach in melee combat

A large troll in his mid-20s, Bounder was born Sasha Griczuk, the human child of Pavel and Eileen Griczuk, two respected scientists. Sasha was large for his age, but bright, talented, and articulate. An excellent student and athlete, Sasha graduated from high school at the age of 15, and entered the University of Washington the following year. Within six months, Sasha unfortunately goblinized into a troll. His transformation dulled his intellect; the university expelled him, and his parents immediately disowned him.

The loss of both his mental abilities and his parents' support turned Sasha into a drifter, surviving through a series of odd jobs that wore heavy on the young Sasha. Renaming himself Bounder, he began hiring out as a bouncer and bodyguard. When Mary Falls hired him to protect her on a business trip through NAN territory, his charm and still-sharp wit (for a troll) impressed her, and she offered him a job as chief of security at MFI. Bounder is a natural leader, and the rest of the MFI security staff look up to him. He is grateful to Mary Falls for giving him the kind of steady, responsible employment that he would find difficult to get anywhere else, and he displays unflagging loyalty to her.



Private Guest Room (10)

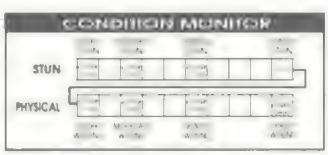
Mary Falls has booked this room for the evening. It contains two beds separated from each other by wall panels, and a small bathroom lies immediately adjacent to it. The door to the hallway has a Rating 5 maglock with a Rating 4 passcard reader and a PANICBUTTON™ attached that sets off an alarm in the security monitoring rooms.

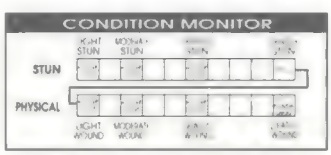
Eight MFI security guards, four trolls and four orks, wait in this room while Mary Falls dines with the runners. If any trouble breaks out inside the restaurant that La Maison's own security cannot handle, these guards will pitch in long enough to get their employer safely away.

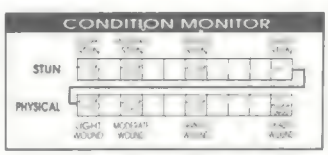
Troll Guards (4)

B	Q	S	C	I	W	E	R	Armor
9	2	9	2	3	3	5.5	2	5/3

Initiative: 2 + 1D6
Threat/Professional Rating: 4/3
Skills: Etiquette (Corporate) 3, Firearms 4, Unarmed Combat 4
Cyberware: Smartlink
Gear: Armor Jacket (5/3), Level 1 Dermal Plating
Notes: +1 Reach in melee combat



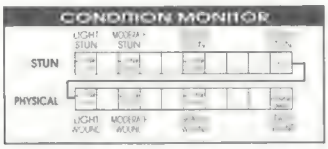


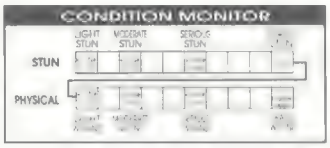


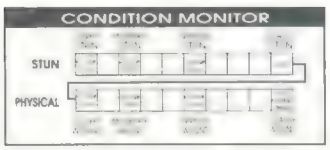
Ork Guards (4)

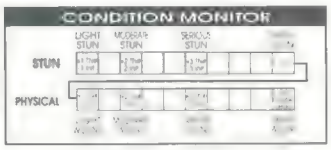
B	Q	S	C	I	W	E	R	Armor
7	4	8	2	3	3	5.5	3	5/3

Initiative: 3 + 1D6
Threat/Professional Rating: 3/3
Skills: Etiquette (Corporate) 3, Firearms 4, Unarmed Combat 4
Cyberware: Smartlink
Gear: Armor Jacket (5/3)









Private Guest Room (11)

Currently vacant, this room is identical to Private Guest Room (10).

Storeroom (12)

The restaurant storeroom contains row upon row of sturdy shelves, brimming with foodstuffs, dishes, napkins, silverware, and so on.

Office (13)

This neatly organized office is one of three rooms that form proprietor Jeremy Ngok's private quarters. The door is equipped with Rating 6 maglock and PANICBUTTON™, as well as a Rating 7 passcard reader. Entry requires a specific passcard that only Jeremy possesses.

Ngok is in his office, hard at work on a new promotion for the restaurant. Though it is unlikely that the runners will enter this area, if necessary use the Bartender archetype on p. 203, **SRII**, for Ngok's statistics, adding the special skill of Restaurant Management 5.

Bedroom (14)

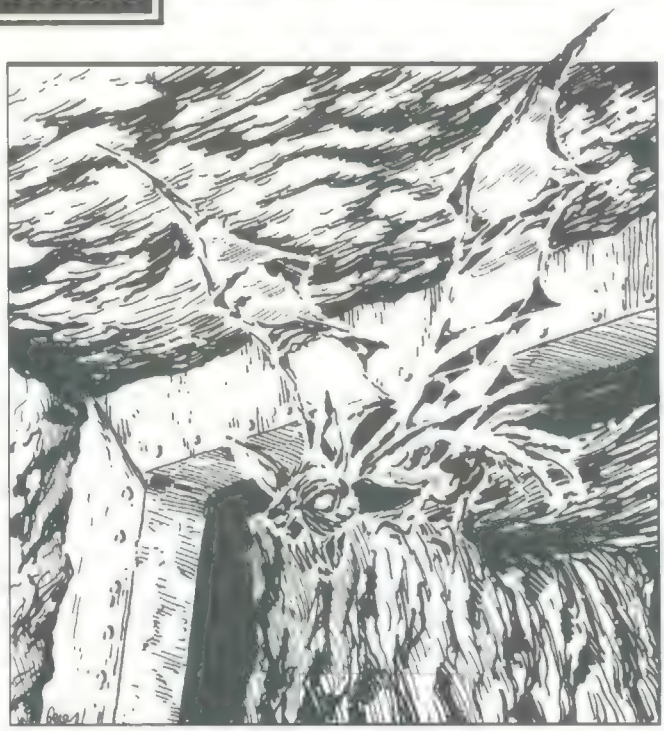
Ngok sleeps here on the nights he chooses not to go home.

Living Room (15)

A huge trid screen dominates this recreation area, along with a pool table and a few pieces of computerized weight-training equipment.

SITE SECURITY

In addition to the security systems described in the map key, La Maison d'Indochine maintains a contract with Hard Corps Security for astral protection. The restaurants first line of astral defense is a watcher spirit, who alerts Hard Corps headquarters if it spots anyone astrally projecting into the restaurant. In case of trouble, Hard Corps will send a mage and a pair of Force 4 air elementals to deal with the problem.

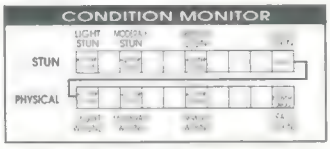


Watcher Spirit (Force 4)

B	Q	S	C	I	W	E	R
4	4	4	4	4	4	4	4

Initiative: 24 + 1D6
Threat Rating: 4

The watcher simply patrols the astral and reports intruders. If attacked, it squeals in fear and flees.

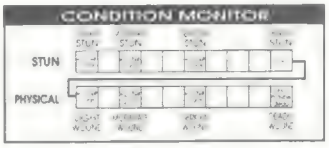


Mage

B	Q	S	C	I	W	E	R
4	5	4	4	5	4	6	10

Initiative: 25 + 1D6
Threat/Professional Rating: 4/3
Skills: Armed Combat 3, Conjuring 5, Etiquette (Corporate) 4, Sorcery 6
Gear: Weapon Focus [4M]/Katana (Rating 2)
Spells: See below

The mage travels astrally, not physically, to La Maison, and his statistics reflect his condition in astral space. In astral combat, the mage uses his katana and spell defense, but does not cast any spells.

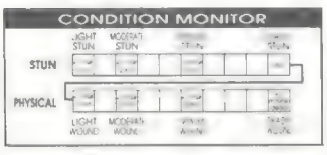


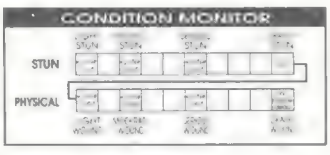
Air Elementals (Force 4)

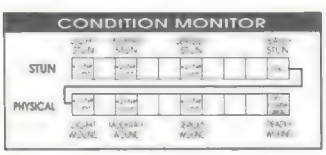
B	Q	S	C	I	W	E	R
4	4	4	4	4	4	4	8

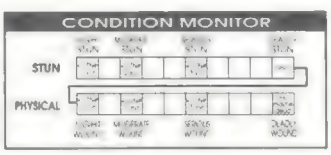
Initiative: 20 + 1D6
Threat/Professional Rating: 3/4
Attack: 4M
Powers: Engulf, Manifestation, Movement, Noxious Breath, Psychokinesis
Weaknesses: Confinement, Vulnerability (Earth)

The statistics given for the air elementals reflect their astral forms. The elementals do not manifest and concern themselves only with astral intruders.









MAKING THE DEAL

Mary Falls refuses to reveal her identity or the identity of the corporation she says she represents, nor does she reveal anything specific about the AFD. She is willing to negotiate the terms of the deal, but drives a tough bargain. If the team chooses to negotiate, have one runner make a Negotiation (Willpower) Test. Each success that the runner achieves raises the fee by 10,000 nuyen. Make the same test for Mary; each success that Mary achieves reduces the fee by the same amount. Once everyone has reached an agreement, Mary presents the team with ten alternate identities to choose from (see **Undercover Identities**, p. 59), all of them employees of the Polson Corporation and their families. The Polson Corporation is one of many shell companies that MFI controls through several layers of holding companies. Mary can also provide appropriate makeup, clothing, and other accessories. Make sure that the players choose identities that their characters can realistically play. For example, the troll street sam without a scrap of magical ability should not assume the identity of an elf wage mage.

Because the characters are posing as corporate types and their families, they must leave nearly all their usual equipment behind. They will be flying to Honolulu on a passenger plane, and so must choose carefully any weapons they decide to carry—airport security tends to be tight. If players seem anxious about these circumstances, remind them that MFI will provide weapons, cyberdecks, and other needed equipment in Hawai'i, up to a maximum cost of 10,000 nuyen per character. The characters can pick up the gear on arrival in Honolulu. The company will provide any equipment listed in **SRII** if the characters can justify their need for it to Mary ("You anticipate needing a surface-to-air missile?") Upon successful completion of the run, Mary will allow them to keep any remaining gear as a bonus for a job well done. Before leaving the restaurant, Mary gives each runner a standard credstick coded to his or her chosen alias in the amount of 5,000 nuyen in certified funds. Roughly two hours later, MFI guards escort the players to a limousine and drive them to Seattle-Tacoma International Airport. At Sea-Tac, Mary tells the runners to watch for a chauffeur at Awalani Airport in Honolulu; he will drive them to the Honolulu Hilton, where a visitor claiming to be from Auntie June will contact them. Go to **Hawai'ian Paradise**, p. 18.

DEBUGGING

If the runners listen to Mary's pitch and then refuse the job, she leaves. Minutes after her departure, the restaurant staff throws the runners out without returning any of the weapons or gear that may have been confiscated earlier by the security staff. Mary Falls spreads word on the street that the runners are unreliable. Reduce the player characters' reputations accordingly.

If the players cause a fight or make any kind of scene in the restaurant, Mary deems them unsuitable for the mission and withdraws (or does not make) her offer. Any characters captured during combat will be hauled away by Lone Star and imprisoned for two months or suffer some other reasonable penalty at the gamemaster's discretion.

HAWAI'IAN PARADISE

TELL IT TO THEM STRAIGHT

You stretch in your seat as the plane lands, impatient to get up and move after the long flight from Sea-Tac. Something bothers you about your surroundings – nothing dangerous, just unfamiliar. It takes you a moment to figure out that the strangeness is sunlight.

You find your luggage and jander through the airport, searching for your promised ride. After a few minutes, you spy a prone body on a bench, covered with a large sign that reads "Polson Corporation." Under the sign lies a snoring dwarf dressed in shorts and a Hawai'ian shirt so loud it screams. You shake the dwarf's shoulder and he wakes with a start, grumbling "'Bout time you showed. Fragging tourists." Seeing your faces, he apologizes for his surly reaction and offers to carry your bags to the Toyota Elite waiting outside.

You gaze out the windows at the early morning sunlight as the dwarf drives you to the hotel. Broad streets lined with palm trees seem to glow softly, the golden light picking out the brilliant green of the leaves and highlighting the clear, dazzling blue of the sky. Welcome to paradise.

The hotel clerk accepts your fake IDs and hands you the keys to a luxury suite. Booked for a week, paid in advance. The bellboy, a scrawny tanned youth, puts your luggage on a rack and brings it up to your suite. He insists on following you in and unloading your bags, and you try to decide just how much of a tip he expects. After swinging the last bag to the floor, he looks you in the eye and says, "Greetings from Auntie June."

HOOKS

Everything goes so smoothly at the airport that the runners might almost forget that they are in Honolulu for a run. Emphasize the space, the efficiency of the staff, the glorious sunlight pouring in through every window. Then introduce an important jarring note: a trideo newscast in one of the lounges, a replay from earlier in the day. The newscast mentions a foiled terrorist attack on the airport, apparently perpetrated by the terrorist group ALOHA. The gamemaster may either give the players the text of the newscast on p. 62 (**Player Handouts**), tipping off the runners to ALOHA's potential involvement in their shadowrun, or simply tell the players that the broadcast recounts some local Hawai'ian news and withhold the actual text until the runners first hear what ALOHA really is.

At the hotel, the employees treat the runners like royalty. Everyone smiles at them and bends over backwards to accommodate them because they think the runners are high rollers with nuyen to burn. Initially, Daniel Kapaa may get on the runners' nerves; until he mentions Auntie June, they may assume he is only an overeager bellhop bucking for a fat tip.

BEHIND THE SCENES

For the dwarf chauffeur's statistics, use the Dwarf Technician contact on p. 206, **SRII**, raising the Etiquette (Corporate) Skill Rating to 4 and adding Car 5 and Unarmed Combat 3.

The characters need not pass a security check at Awalani Airport. Because Hawai'i is a corporate tourist haven, it has freer customs regulations than most other places. Airport security intensely scrutinizes those departing the islands, but regards any contraband brought into the nation as a problem for the Hawai'ian police. Also, Awalani only accepts flights originating from airports and airlines that maintain rigidly attentive security procedures, and so airport officials feel reasonably confident that arrivals to their territory pose few threats.

The bellboy, Daniel Kapaa, is MFI's sole operative in Hawai'i (see **Cast of Shadows**, p. 56). Most people in Honolulu know Kapaa as a scrappy kid who uses his job as a bellboy at a luxury hotel to run a lucrative side business in procuring illegal and semi-legal goods for wealthy clients. The bell captain at the hotel knows about Daniel's illicit deals and takes a cut of his profits.

Once Daniel has spoken the password to the runners, he gets right to business with the following debriefing:

"Name's Daniel—Daniel Kapaa. I've booked you on a chartered day tour that leaves in two hours. It starts with a Japanese brunch downstairs at Kintaro's Lounge, followed by a bus tour that stops at the Dole Pineapple Plant, the National Museum, and Waikiki Beach. Then you tour Macadamia Studios and watch a trideo filming in progress. You finish up your day at the Kona Kalaa Luau, just outside the hotel grounds. You can go on as much or as little of the tour as you like, but show up at the luau—you'll meet somebody there who can provide you with security passes and floor plans for Molokai Microtronics' offices downtown. We want you to break in and snoop around.

"The contact knows who you are; she's already gotten paid, so don't sweat it. By the way, don't pack anything heavier than a Streetline Special to the luau. The security guys will call HNPF if they smell trouble, and those guys are no one to frag with.

"After you scope out 2M's offices, come back here. I'll wait from midnight to about 2 a.m., and we'll discuss what to do next. I can arrange equipment, transport, whatever you need. Anything you want at the moment?"

QUESTIONS AND ANSWERS

The runners may want answers to several obvious questions. Kapaa will only answer a few, pointing out that people might get suspicious if he stays too long in the runners' suite.

If the runners ask who they are really working for, Daniel claims not to know. "I got an offer from one of my regular contacts to help you guys keep your cover and take care of your equipment and transport. Within a budget, of course." If they want to know how much money they can spend, Daniel smiles and says he'll let them know when they've reached the limit.

If the runners ask about the AFD, Daniel looks puzzled and says, "An A-F-what?" If asked about 2M, he answers, "They're a mid-sized research firm that handles projects from bigger corps. They got offices in Honolulu and Hong Kong, and secret labs all over the place. And no, I don't know where they are. Isn't that what you guys are being paid to find out? How much are you getting, anyway?"

If the players ask any other questions, Daniel affects ignorance, playing the role of a simple guy hired to do a simple job. He pretends to know far less than the runners do. If the runners pepper him with too many questions, he gets annoyed and snaps, "You guys want equipment or what? My time costs, you know."

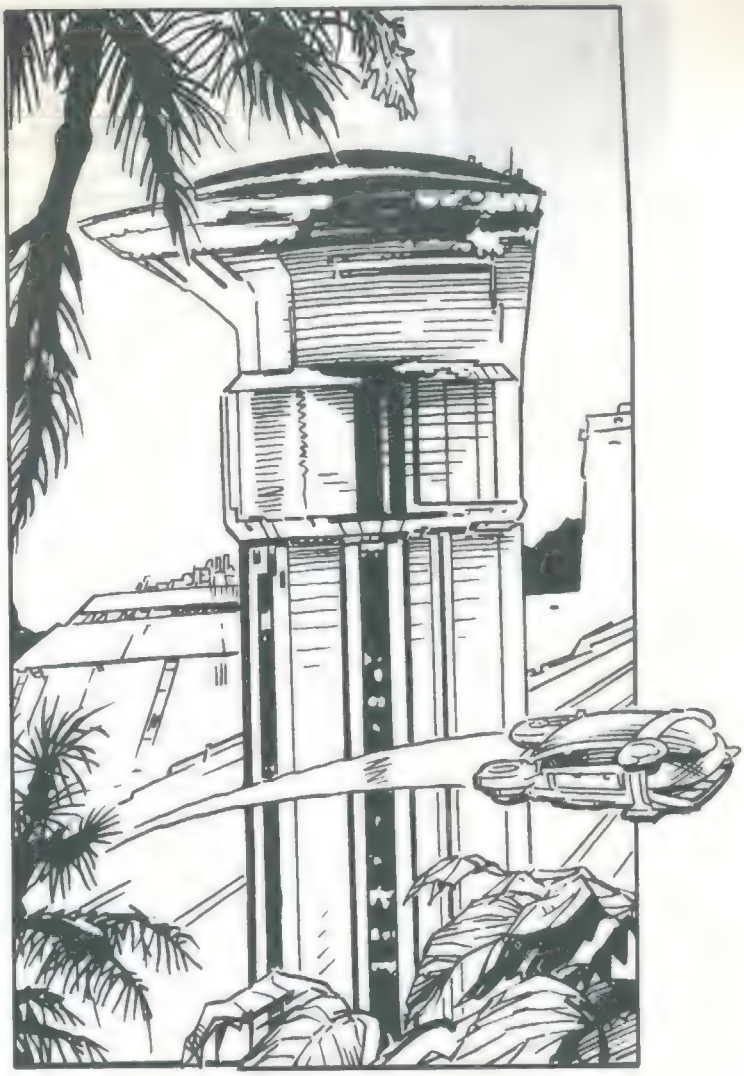
EQUIPMENT

Before discussing specific equipment with the runners, Daniel pulls a small duffel bag out from under one of the beds in the suite and passes each runner a fully loaded Streetline Special, calling them "a special present from Auntie June."

To fulfill the characters' requests for equipment, use the Availability and Street Index rules given on p. 184, **SRII**. Daniel can try to get any weapons or vehicles the runners want, but the more they ask for, the less chance they have of getting it. Daniel can easily handle requests for four pieces of equipment, including weapons. Any additional requests add +1 to the Availability Rating of all the items desired. To determine how long it takes Daniel to get each piece of equipment, use standard Availability rules (p. 184, **SRII**). In addition to weapons and transport, Daniel can come up with the cyberdeck described below, but cannot get any other type of equipment. If the runners wonder how he can possibly get so much equipment so fast, he jokes, "If I told you, I'd have to kill you."

Cyberdeck

Daniel can give the team a Fuchi Cyber-4 deck with Response Increase 1, 250 Mp of active memory, and 1,000 Mp of storage memory. The deck has the following utilities: Attack 4, Bod 5, Decrypt 3, Evaluate 5 (for AFD information only; the rating drops to 3 when used on any other datastore), Evasion 3, Masking 6, Medic 4, Mirrors 4, Sensors 4, and Sleaze 4. (The decker wants more, or better, utilities and forgot to bring her own software? Tough darts, chummer.) Daniel reminds the runners that they must return the cyberdeck after the run.



Vehicles

If the runners ask for wheels, they get a Ford Americar and two Yamaha Rapiers on loan. If the gamemaster feels generous, the runners may also have a Honda-GM 3220 ZX (see p. 12, **Rigger Black Book**). Daniel will supply additional vehicles if and when the runners demonstrate the need for other kinds of transport.

REST AND RECREATION

The runners have time to sleep a little before beginning their tourist junket. When the team is ready to start their vacation, go to **Haoles Don't Surf**, p. 20. If the team wants to sniff out some information, go to **Legwork**, p. 51.

DEBUGGING

Little can go wrong in this encounter. The gamemaster can be as generous as he wishes with gear and weapons if those specified seem to be shorting the runners. If the runners attack Daniel, for whatever boneheaded reason, that brainless action ends the run.

HAOLES DON'T SURF

TELL IT TO THEM STRAIGHT

If the runners follow their tour itinerary, read the following aloud. If they choose not to follow the itinerary, omit the first paragraph.

Pineapples, sunshine, native art, sunshine, tropical drinks, sunshine, scantily clad bodies. . .you've had a wiz day, chummer. And it's not over yet. An island feast awaits you this evening, a few, brief hours from now. Ahhh, the good life. Your mother was wrong, you did live to see it. Maybe you'll retire here once this run is over.

In your hotel suite, you find several cardboard boxes marked "Special Delivery—Candy's Toys." Inside the boxes is every scrap of gear you requested from Daniel Kapaa, along with a set of car keys and two sets of motorcycle keys wrapped in a note. The note reads, "The autos are in the hotel lot. The parking attendant will bring them to you. Have fun at the luau, but don't forget to stop by the office. Love, Auntie June."

When the characters are dressed and equipped for the luau, read the following:

You enter the grounds of the Kona Kalaa Luau, passing the mandatory security check with flying colors. Good thing you left the heavy bang-bang in the hotel. You seat yourselves around the outdoor stage and watch the show, a traditional dance by costumed natives complemented by magically generated images rising into the moonlit sky. The dance and pictures tell the story of the Goddess Pelee's rise from Mauna Loa. The illusory images of a volcanic eruption are spectacular and realistic enough to make you flinch. The show ends, and the scents of delicious food lead you toward a sumptuous banquet. Despite the lure of an open bar, you keep the drinks to a minimum. You know you'll need your reflexes in top shape later on. You manage to savor your meal, despite your increasing worry at your contact's failure to appear.

From somewhere behind you, you hear a commotion. A tall, blond elven woman sprints across the luau grounds, followed by three male humans and a male ork. As she races past you, she tosses a small, leather satchel your way. You notice that the elf and her pursuers all have the same hairstyle, a ponytail with shaved sides. Must be some kind of gang. Is the elf your contact? And who the frag are the bruisers chasing her down?

HOOKS

Unsettle the characters in this encounter. Set scenes of happy vacationers slap up against the lethal weapons from Daniel Kapaa and the desperate flight of the elven woman. Jolt the runners out of their vacation mood; it's back to business as usual.

BEHIND THE SCENES

Depending on the results of the various Availability Tests for equipment made in the previous encounter, various boxes of gear may or may not have arrived by the time this encounter begins. Because the odds are that at least one or two of the items will show up quickly, the **Tell It To Them Straight** narrative mentions a few boxes. If the Availability Tests from the previous encounter indicate that Kapaa will find it hard to lay his hands on what the runners want, the gamemaster should omit any mention of equipment.

AT THE LUAU

Weapons are forbidden at the luau, and the runners should know better than to pack heavy gear. Any problem in this area brings the runners to the attention of the Hawai'ian National Police Force (HNPF). For simplicity's sake, assume that any weapon with a Concealability Rating of 7 or better escapes detection.

Meeting Serena Day

Serena Day, the fleeing elf, is the runners' contact. She and the four men hunting her down are all members of a tough, Anglo gang called Haoles Don't Surf, taking the name "Haoles" from native slang for white people. Though the gang started out as a protection group for Anglo-run businesses in reaction to growing anti-white sentiment in Hawai'i, nowadays it controls many popular night spots and runs an efficient, underground information network. Though the gang has non-white members, Caucasian humans and metahumans hold most of the power. The Haoles oppose ALOHA and seek to thwart its goals.

Daniel Kapaa approached Serena Day and asked for information about 2M. Serena brought his request to her superiors, who turned it down rather than attract angry attention from 2M (or from the persons unknown who ordered the deadly assault on the corp). Tempted by the money Daniel offered, Serena decided to go solo. When the gang bosses found out what she had done, they sent four enforcers—the ork named Kristo and three humans named Marcus, Tor, and Stefano—to discipline her. Serena spotted them at the luau shortly before they spotted her, and chose to risk passing her information to the runners.

Unless the runners help Serena, her pursuers catch her somewhere outside the luau grounds. They drive her to a secluded location and make an example of her. No one will see or hear from her again. The runners are left with the leather satchel, which contains a passcard to 2M's offices in downtown Honolulu and a rough floor plan clearly marked "Molokai Microtronics" (**Player Handout 4**, p. 63).

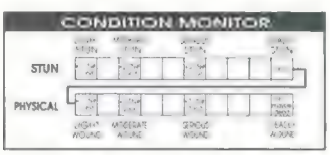
If the runners choose to help Serena, they must act within 5 Combat Turns. The Haoles have a deserved reputation as vicious street gladiators, and fight hard if attacked. If it looks like they might lose, however, they will flee.

If the runners rescue Serena, she offers them all the information she has about 2M for 2,500 nuyen (the price of a suborbital flight from Honolulu to Seattle). She plans to leave Hawai'i and hopes to find shelter in Tir Tairngire. Serena's extra info is well worth the hefty fee; as one of the Haoles' best operatives, she uncovered quite a bit about Molokai Microtronics.

Serena Day

B	Q	S	C	I	W	E	R
3	5	2	6	5	4	6	5

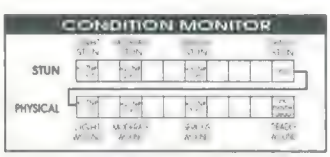
Initiative: 5 + 1D6
Threat/Professional Rating: 3/3
Skills: Electronics 4, Etiquette (Corporate) 3, Etiquette (Street) 6, Negotiation (Fast Talk) 6, Unarmed Combat 4
Gear: Knife [2L], Streetline Special [Hold-out Pistol, clip (6), SS, 4L, w/1 extra clip]



Kristo

B	Q	S	C	I	W	E	R	Armor
7	4	7	2	4	2	6	4	2/1

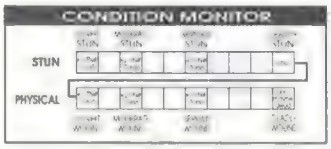
Initiative: 4 + 1D6
Threat/Professional Rating: 4/3
Skills: Armed Combat 4, Etiquette (Street) 4, Firearms 5, Unarmed Combat 3
Gear: Armor Vest (2,1), Colt American L36 w/Concealable Holster [Light Pistol, 11(clip), SA, 6L], Sap [9M Stun]

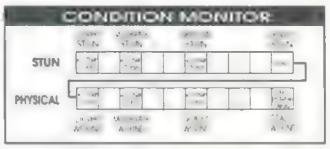


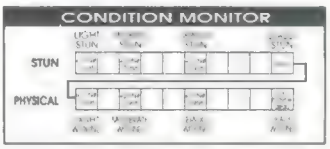
Marcus/Tor/Stefano

B	Q	S	C	I	W	E	R	Armor
3	3	4	3	3	4	6	3	2/1

Initiative: 3 + 1D6
Threat/Professional Rating: 3/2
Skills: Armed Combat 4, Etiquette (Street) 4, Firearms 3
Gear: Armor Vest (2,1), Colt American L36 w/Concealable Holster [Light Pistol, 11(clip), SA, 6L], Sap [9M Stun]







Questioning Serena

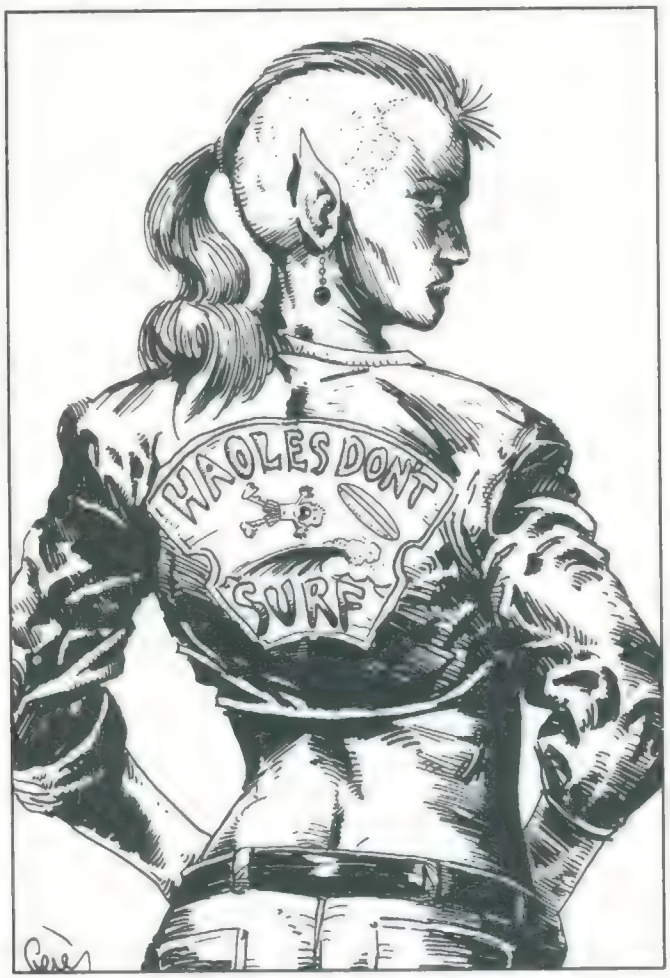
If the runners agree to pay Serena, she becomes a fount of information as soon as the group transfers the requested funds. She tells them the following: "2M's a piddly bunch of research geeks who buildrek and blow jetwash about being bigger guns than they really are. Sure, they do stuff for megacorps, but only the kind of drek that's so boring even the corp bigwigs don't want to touch it. They do most of their work for other little corps without fancy research labs. 'Course, 2M's people know their fraggin' research. They do a good job, and they make pretty nuyen for a weeny little corp."

If asked about the recent raid on 2M, Serena says, "Something weird about that drek. The assault team knew everything. Security, layout, *everything*. Like they had someone inside. Also, that team had some major support from somewhere. Inside info I ran across says that some Seattle corp made a deal with 2M, paying Molokai to grease some of their labcoats. Say, you guys don't work for that corp, do you? Got any job openings for a resourceful, attractive, talented elf?" If the runners ask Serena the raided lab's location, she cannot tell them that, but can tell them how to find out.

"I hear they keep the info on their labs in a small computer system, separate from the Matrix so no one can deck in. I marked where I think that system is on the floor plan I gave you. These guys are tight—they don't keep any info on lab locations anywhere else. Even some of the suits, the account guys, don't know where the labs are. They got couriers they call mosquitoes—dumb fragging name, huh?—that carry any updates between labs and corp central."

If asked about security at the 2M offices, Serena replies, "Security's pretty tight. But with the goodies I got for you, you should be able to get in. Any computers or rooms inside, you're on your own. They got some wicked security drek, so stay frosty and move quick. They got a guard rigged into the sec-systems all the time. If he finds you guys messing with 'em, you got 10 minutes before the badge shows up."

If the runners ask why the four gangers were chasing her, Serena says little. If pressed, she growls, "I made a few calls some people didn't like. They sent these guys to terminate my membership in their group. I still got chummers in the group, so I ain't tellin' you drek. It ain't got nothin' to do with 2M."



If asked about ALOHA, Serena says, "Stands for Army for the Liberation of Hawai'i. But that's buildrek. ALOHA's a bunch of twisted morons who want to wipe out anything that ain't native Hawai'ian. 'Course without the fraggin' megacorps, our economy goes to hell. But they don't care about that. These ALOHA guys got spies everywhere. They might even have guys in 2M." If the runners ask Serena about life in Hawai'i, refer to the **Kingdom of Hawai'i** sourcebook section and paraphrase the appropriate information in Serena's deathless prose.

Once the runners have asked all their questions, Serena begs the runners for a ride to the airport. If they refuse to give her one, she takes off to flag down a cab. The runners will probably want to assemble any needed gear and then head to 2M. Go to **2M or Not 2M**, p. 23.

DEBUGGING

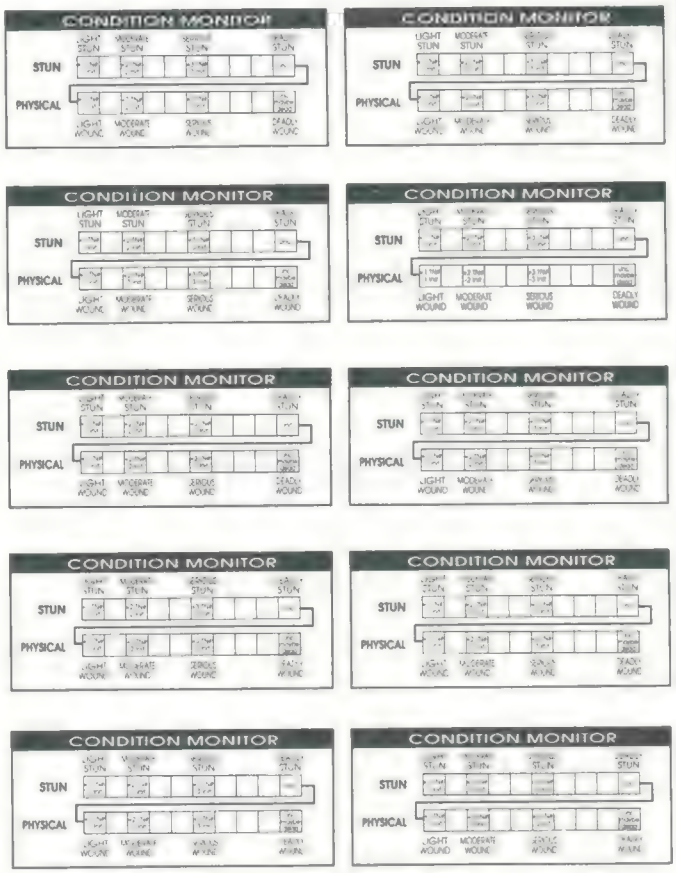
If the runners pack heavy weapons to the luau, they cannot get in. To accomplish anything in this encounter, they must leave the big guns either in their car or back at the hotel. If they raise a ruckus, security calls the cops. The Hawai'ian National Police Force sends a Special Forces team that arrives from nearby Waikiki Beach in one minute.

HNPF Special Forces (10)

B	Q	S	C	I	W	E	M	R	Armor
5	6	5	3	3	3	3	6	4	4/2

Initiative: 4 + 1D6
Threat/Professional Rating: 3/3
Skills: Athletics 3, Etiquette (Corporate) 4, Etiquette (Street) 2, Firearms 5, Stealth 4, Unarmed Combat 5
Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, 9M], Armor Clothing [4/2], Defiance Super Shock [Taser, 4 (magazine), SA, 10S, w/2 extra magazines]
Adept Powers: Killing Hands [5M]

These special forces operatives use their unarmed combat skills or their tasers first, firing their Ares Predators only if things get tough.



If the runners choose not to rescue Serena and question her, they must break into 2M armed only with the map and a passcard. They know nothing about Molokai's additional security measures, making the break-in tougher to pull off.

If the Haoles gangers defeat the runners, they strip them of their gear and leave them bleeding in the street. Traveler's insurance paid for by MFI provides the runners with medical treatment, but the patch-up time required forces the runners to delay the biz. If the runners approach Daniel after they're walking again, he tells them they've been fired. Go to **Picking Up the Pieces**, p. 50.

2M OR NOT 2M

TELL IT TO THEM STRAIGHT

The warm night air is full of moonlight and the scent of flowers. It's a perfect night for a luau, or for strolling along the edge of the sparkling surf. Too bad you're working. Oh well, the pay makes it worth the sacrifice. You park on a deserted city street, not too far from Honolulu's active nighttime hub, and walk down the block toward the skyraker that houses 2M's office. The monolith looms tall and dark over you. You insert your trusty passcard and breeze through the front door. Elevator next, for a fast ride up to the 31st floor. The passcard gets you into the elevator without a hitch. After a stomach-dropping ride, you step through the open elevator doors into 2M's reception area. A few lights still burn near the front desk, but most of the rest of the office suite is dark. You listen, but hear nothing. The office seems as quiet as the grave.

HOOKS

Security systems are everywhere, though most are not immediately obvious. Top security usually means paydata, so the runners should feel tense but tempted. If they are clever enough to figure out and beat the security measures, they can steal loads of paydata from this office—but if they put a foot wrong, they could be dead meat. Raise the tension by referring frequently to the time elapsed since the runners entered the building. The appearance of the ALOHA team should come as a complete surprise. If the ALOHA squad and the runners have come dressed in corporate skins as camouflage, they may initially mistake each other for Molokai employees and react accordingly.

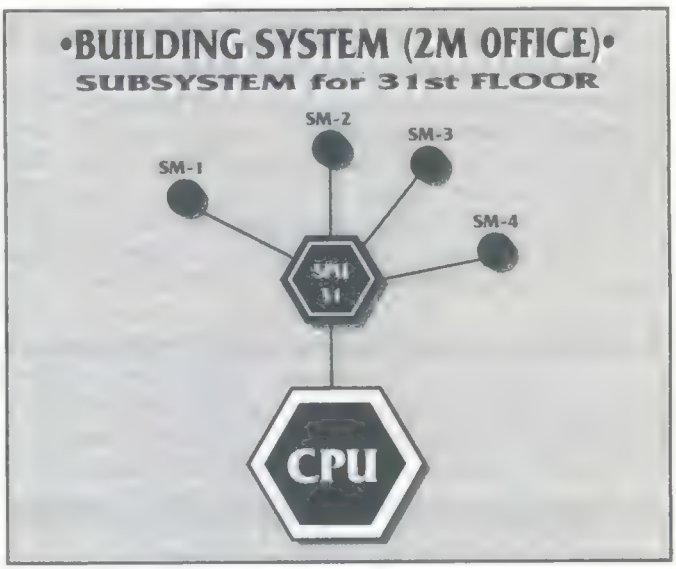
Later in the encounter, the interrogation of ALOHA agent and 2M accountant Mark Koyashi should provide the runners with some disturbing insights into their cushy job.

BEHIND THE SCENES

The passcard is a copy of the card that belongs to Alan Jenkins, a 2M account executive and Serena's former lover. When the relationship began to go sour, Serena copied Alan's passcard to use as leverage against him. She gave the card to the runners knowing that 2M's security system would log Alan's name during the break-in, buying him a drekload of trouble. The passcard only allows access to the 31st floor. The elevator does not stop at any other floor.

SITE SECURITY

The 50-story skyraker houses many businesses in addition to 2M, including several consulting firms. The landlord, Honolulu Offices Inc., provides overall building security via a centralized system, controlled by a CPU located in the landlord's fifth-floor office. In addition to electronic security measures, the system also controls the lights, water sprinklers, and air conditioning. Because it is maintained separate from the Matrix, the system cannot be affected from outside the building.



Building Subsystems Map for 31st Floor
CPU = Central Processing Unit
SPU = Subprocessor Unit
SM = Slave Module

CPU: Building central processor. Red-5, Barrier 6, Trace and Burn 6.

SPU-31: Subprocessor for 31st floor. Orange-5, Access 6, Barrier 5, Killer 4.

SM-1: Local security slave module. Controls all maglocks, cardreaders, and print scanners on the 31st floor. Orange-4, Access 4, Barrier 4, Blaster 4.

SM-2: Controls lights on the 31st floor. Green-3, Access 4, Barrier 4.

SM-3: Controls heat/air conditioning on the 31st floor. Green-3, Access 4, Barrier 4.

SM-4: Controls smoke detectors on the 31st floor. Green-3, Access 4, Barrier 4.

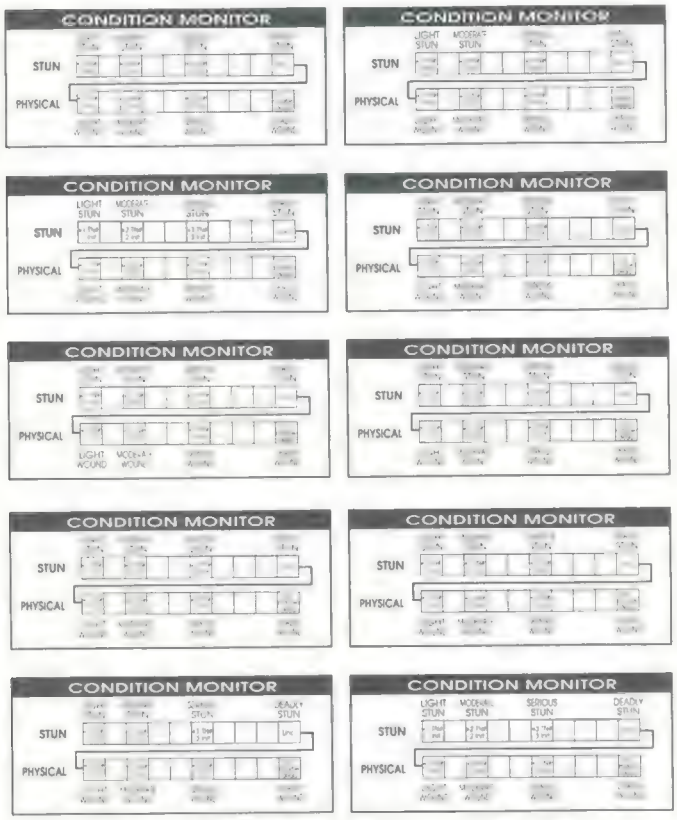
Molokai's monthly payment for security allows Honolulu Offices to provide the company with pressure sensors, maglocks, alarms, and cardreaders, all controlled by the building CPU. The office's main doors also have a Rating 4 thumbprint scanner. The person using the card must have a thumbprint to match the identity on the passcard in order to open the door, and so the runners must devise a way to fool the scanner into believing that it has registered Alan Jenkins' thumbprint.

If the runners spoke to Serena in the previous encounter (see **Haoles Don't Surf**, p. 20), they know about the security guard jacked into the CPU on the fifth floor. If the team decker tampers with the building's system, the guard can determine the floor from which the problem originated and will alert Honolulu Offices. Within ten minutes of receiving this call, a team of at least ten security guards from Honolulu Offices' headquarters arrives to deal with the intruders.

Security Guards (10+)

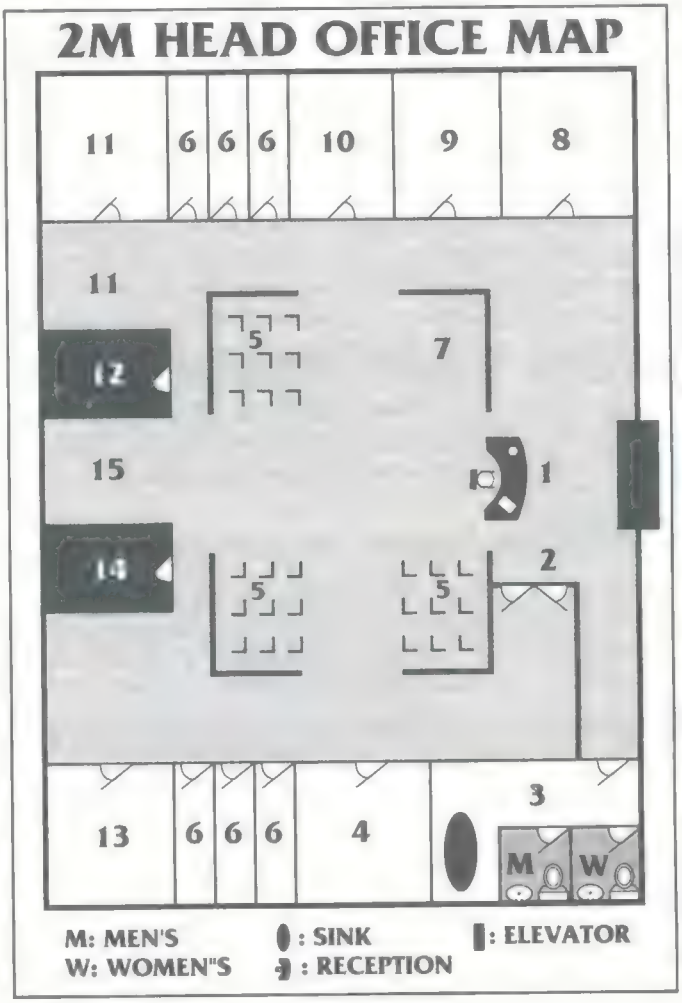
B	Q	S	C	I	W	E	R	Armor
4	4	4	2	4	4	6	4	4/2

Initiative: 4 + 1D6
Threat/Professional Rating: 3/3
Skills: Armed Combat 4, Etiquette (Corporate) 3, Firearms 4, Unarmed Combat 3
Gear: Ares Predator [Heavy Pistol, 15 (clip), 9M, w/2 extra clips], Armor Clothing [4/2], Low-Light Goggles, Portable Phone, Stun Baton [6S Stun]



Additional Security Systems

In addition to the security provided by the landlord, 2M has installed additional, independent subsystems to protect particularly sensitive areas. Each of these decentralized subsystems can alert the building's central system to the presence of intruders, but the central system does not control these subsystems. Tampering with the central system has no effect on 2M's additional security.



2M OFFICE MAP KEY

The office suite follows a simple rectangular design, with offices of senior executives and managers on the outside of the rectangle and cubbyholes for junior staff on the inside. All executive offices have windows. A curtained glass wall separates them from the interior hallway. Plaswood panels separate the cubbyholes of the junior account executives from the open area occupied by the secretaries. Each area referenced on the office map is described below.

After office hours, lights remain on in the inner hallway, reception, and the accounting and secretarial areas. On the night of the runner's visit, people are working late in the office of the VP of Accounts Management and in the research area (see map, above).

Elevators

Three large elevators open into 2M's reception area. Built into the floor in front of each elevator is a two-meter by four-meter pressure sensor. These sensors trigger no alarms, because the runners used an authorized passcard to enter the elevator. The system assumes that the runners are legitimate corp employees.

Reception Area (1)

A large reception desk in this area contains telecom equipment, a computer terminal, and various other high-tech widgets. The terminal is part of 2M's central network, which is connected to the Matrix.

Main Doors (2)

These tall, thick, polished oak doors bear the company's logo: a gold and a silver M, overlapping inside an azure circle. The doors have a Barrier Rating of 6. Breaking them down sets off a loud alarm, alerting both the ALOHA team in the research area and corpboy Ahmed Virani in his office (see Office of the Vice-President, Accounts Management [11]). The alarm also tips off the building's security guard, who immediately calls for reinforcements (see p. 24 of this section). A thumbprint scanner is mounted outside these doors.

Restrooms (3)

The unlocked restroom doors have no security measures.

Presentation Room (4)

This spacious room contains dedicated computers that 2M's account executives use to generate research reports for clients, as well as a telecom unit. The computers are not connected to 2M's central network.

The door boasts a maglock, passcard reader, and thumbprint scanner, all Rating 4 and all controlled by the building's central computer. The door has a Barrier Rating 4.

Accounting Area (5)

This area contains partitioned cubicles for 2M's account executives. In each cubicle is a locked, macroplast desk that contains that employee's personal supplies. A computer terminal connected to 2M's central computer stands on each desk top.

Account Supervisors' Offices (6)

Each of these rooms contains a small desk with a bolted-down table-top computer. The doors into each of these rooms have a Barrier Rating 4, and a Rating 5 numeric keypad in addition to the Rating 4 maglock, cardreader, and thumbprint scanner. Rating 6 pressure sensors cover the 5 meters of floor directly in front of each office; deactivating them requires the correct, seven-digit code. Though not controlled by the building security system, the sensors will alert it to intruders.

Secretarial Area (7)

This large area contains several desks used by secretarial staff, as well as four terminals connected to 2M's central computer system.

Boardroom (8)

The MCT raid took place in this boardroom (see **Plot Synopsis**, p. 8). It has since been cleaned up, its walls repanelled and new plants put in. The boardroom contains a brand-new teak table, a computer terminal, and trideo screen used for presentations. These systems are connected to 2M's central computer network.

The boardroom door has a Barrier Rating of 4, as well as a Rating 4 maglock, cardreader, and thumbprint scanner.

President's Office (9)

This Spartan office contains a large oak desk, an ergonomic chair, and a computer terminal connected to 2M's central network. It has no security systems save for the overall building security provided for the 31st floor, because 2M's president rarely uses this office. Company President Ted Dackson, along with VP Marketing Philip Savage, spends most of his time entertaining new clients or working out of 2M's Hong Kong office.

Office of Vice-President, Marketing (10)

Phillip Savage's office is crowded with artwork. A shelving unit holds a few trophies from his previous career as a professional Urban Brawl player. (Savage owes his present position to the tenacity that earned him his fame as an Urban Brawler and his marriage to Dackson's daughter, a former fan.) The office also includes the standard oak desk, chair, and computer terminal. In addition to the standard security measures, Savage has installed a Rating 5 keypad inside his office door. The keypad controls an infrared laser system whose beams criss-cross the entire room. The correct seven-digit code deactivates it. The room is dusty, and so a runner with thermographic vision can spot the beams. Breaking the beams triggers an alarm, which alerts the building's security guard. Capacitors also discharge, momentarily increasing the amplitude of the laser beam and inflicting 5S Damage on anyone in a beam's path. It takes 3 Combat Turns for the capacitors to recharge; during the recharge cycle, the laser beams do 5L Damage.

Office of the Vice-President, Accounts Management (11)

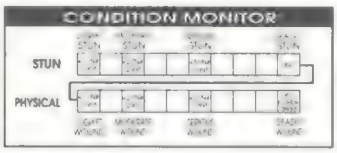
The office contains the usual desk, chair, and terminal. In contrast to Savage's aesthetic excess, this room is decorated with tasteful holographic prints and a few exotic plants. This office belongs to Ahmed Virani, the Vice-President of Accounts Management. On the night of the break-in, Virani is hard at work, jacked into the central computer network through his Fuchi Cyber-6. If a decker invades 2M's system, he may rouse Virani's curiosity, but the veep avoids combat if possible.

Ahmed has deactivated his office's security systems, shut the door, and drawn the curtains. His bodyguard, Rosenkrantz, waits outside, keeping a sharp eye on the office door and the area nearby. Rosenkrantz is a dwarf, stylishly dressed in a tailored business suit made of armored cloth. At any sign of activity where there should be none, Rosenkrantz uses his Stealth Skill to blend into the shadows and investigate, though he never strays far from Ahmed. Use the Bodyguard archetype, p. 49, **SRII**, substituting a Threat/Professional Rating of 5/4 for the listed Dice Pools.

Ahmed Virani

B	Q	S	C	I	W	E	R
3	3	3	3	5	5	5.8	4 (6)*

Initiative: 4 + 1D6 (*6 + 2D6 in the Matrix only)
Threat/Professional Rating: 2/1
Skills: Computer 5, Corporate Accounting 6, Etiquette (Corporate) 7, Negotiation 4
Cyberware: Datajack
Cyberdeck: Fuchi Cyber-6 with Response Increase 1 [Persona 6, Hardening 3, Memory 100, Storage 500, Load 20, I/O 20], Bod 7, Masking 4, Sensors 5



As a top-level corp exec, Virani can enter every room in the suite except for the offices of his fellow senior suits. Because he is decking into his own corp's system and has all the necessary passcodes, his deck has no extra utilities.

Office of the Vice-President, Personnel and Payroll (12)

Like the other offices, this one contains a desk, chair, and computer terminal connected to 2M's central network. The new VP of Personnel, Leslie Chao, has yet to decorate her office to her tastes. The door has a Barrier Rating 4, as well as the standard Rating 4 cardreader, maglock, and thumbprint scanner.

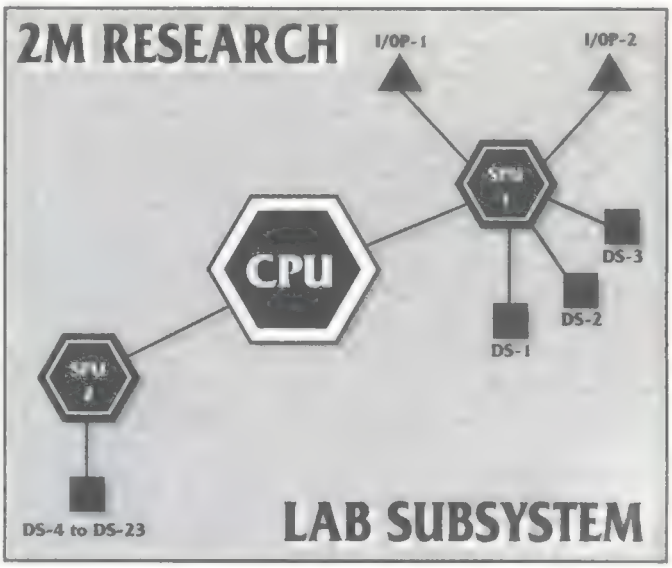
Office of the Vice-President, Accounting and Finance (13)

This office belongs to Derek Hanna, 2M's financial controller and oldest executive. In addition to the usual desk and chair, his office houses 2M's central computer. In addition to the Rating 4 maglock, cardreader, and thumbprint scanner provided by the landlord, a Rating 7 keypad with Anti-tamper 2 (p. 86, **NA Real Life**) controls an infrared laser system that covers the office floor. Deactivating this system requires the correct 9-digit code. The lasers do 10S Damage to anyone unlucky enough to stand in their path.

The central computer terminal has a Rating 5 retinal scanner built into its screen. Programmed to offer access only to senior executives, the scanner activates at the slightest touch on the keyboard. To deactivate the scanner, the team decker must enter the 2M system at another point and move from there into the I/O port that controls the screen (see **Matrix System Maps**, p. 60). If the scanner is functioning and fails to recognize the retina of the person trying to use the computer, the scanner triggers the release of Green Ring 3 nerve gas (p. 88, **NA Real Life**). Colorless and odorless, this gas fills the room within a single turn and does 8S Damage. Those runners who successfully resist suffer cramping, nausea, double vision, and crippling pain for one hour; these conditions add +5 to all target numbers for any tests the player characters make during that time. Any alarm set off in this office also alerts the building's central computer and the jacked-in security guard.

Research Room (14)

This heavily protected room houses two terminals, connected not to 2M's central network, but instead to the corp's research subsystem. This subsystem contains considerable data on research projects, including the locations and general amenities of each lab and the projects assigned to it. The subsystem also contains data on the mosquito couriers that Serena Day may have mentioned to the runners (see **Haoles Don't Surf**, p. 20). Most of the area's formidable security systems are down, disabled by Mark Koyashi of the ALOHA squad (see **ALOHA Strikes!**, following).



2M RESEARCH LAB SUBSYSTEM
CPU = Central Processing Unit
SPU = Subprocessing Unit
DS = Datastore
I/OP = Input/Output Port

CPU: Red-4.

SPU-1: This subprocessor manages the datastores. Orange-4, Access 4.

DS-1: This datastore lists all research accounts, each account's manager, and its lab code. Red-5, Access 6, Black-5, Scramble 4.

DS-2: This datastore contains locations and brief descriptions of all labs. In this datastore, the runners can discover that 2M was researching the AFD project at an isolated lab on Makai Island, a tiny dot of land off the larger island of Molokai. The file includes map coordinates for Makai. The runners cannot tell from this system, however, that the MCT team purged all information on the AFD from the Makai Island lab's computer system. Red-6, Access 6, Barrier 6, Black-5.

DS-3: This datastore contains information on the mosquito couriers' contacts. Red-5, Access 6, Barrier 4, Black-4.

I/OP 1 and 2: These ports are research area terminals. Green-6, Access 5, Blaster 5.

SPU-2: This subprocessor manages datastores 4 through 23. Orange-4, Access 4.

DS-4 to DS-23: Each of these datastores is dedicated to an account manager and an account supervisor, and includes a description of the research projects for each account, as well as correspondence with the relevant lab. Red-4, Access 6, Blaster 5, Scramble 5.

ALOHA STRIKES!

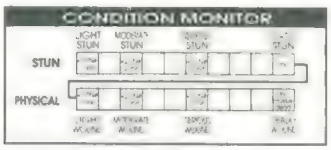
On the same night that the runners break into 2M, a team from ALOHA, acting on a tip from member Robbie Kurosawa (see **Cast of Shadows**, p. 55), arrives to make sure that no clues to the AFD remain to be found by anyone else. Kurosawa has heard that the recently deceased account supervisor for the AFD project, Janet Kaniko, may have squirreled away some data on the AFD at a second lab for added protection. The ALOHA team intends to verify or disprove that rumor and, if necessary, locate the second lab. ALOHA's operatives bypassed both the building's and 2M's security measures with the assistance of an ALOHA member, Mark Koyashi, who works as an account supervisor at 2M. Mark and the three other members of the ALOHA team have reached the research area by the time the runners show up, avoiding detection by Virani's bodyguard through an invisibility spell cast by their shaman, Kanaka. Rather than turning the overhead lights on, Mark is working by the faint light of the computer terminals, searching for Janet Kaniko's password. One ALOHA member, an ork named Kala, keeps constant watch on the hallway through a gap in the curtain. A well-armed street samurai named Stack rounds out the group.

The ALOHA team left the standard Rating 4 maglock controlled by the building's central system active and strung a thin strand of monowire similar to a monofilament whip across the doorway a meter above the floor on the hallway side of the door. Stack installed this nasty surprise for anyone unlucky enough to interrupt the group. To spot the monowire, a runner must make a successful Perception (6) Test. If the runner is fighting when he makes this test, the distraction of combat raises the Target Number to 8. Running into the monowire causes 11S Damage, walking through it causes 9S Damage, and grabbing it causes 7S Damage. For more information on monowire, see p. 89, **NA Real Life**.

Mark Koyashi

B	Q	S	C	I	W	E	R
2	3	2	5	5	2	6	4

Initiative: 4 + 1D6
Threat/Professional Rating: 2/2
Skills: Electronics (B/R) 3, Engineering 4, Etiquette (Corporate) 4, Negotiation 5
Gear: Pocket Secretary



Kala

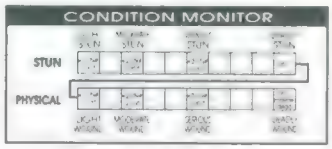
B	Q	S	C	I	W	E	R	Armor
8	3	7	1	3	3	5.5	3	2/1

Initiative: 3 + 1D6
Threat/Professional Rating: 3/4
Skills: Armed Combat 3, Etiquette (Street) 3, Firearms 4, Unarmed Combat 4
Cyberware: Smartlink
Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, w/smartlink], Armor Vest (2/1)

Stack

B	Q	S	C	I	W	E	R
5	5	5	2	3	2	4.3	4

Initiative: 4 + 1D6
Threat/Professional Rating: 4/4

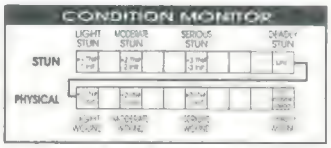


Skills: Electronics (B/R) 5, Firearms 6, Unarmed Combat 4
Cyberware: Datajack, Smartlink, 100 Mp of memory
Gear: Ares Viper Slivergun [Heavy Pistol, 30 (clip), SA/BF, 9S(f), w/1 extra clip flechette rounds, smartlink], Armor Vest (2/1), Low-Light Goggles

Kanaka

B	Q	S	C	I	W	E	M	R
2	3	4	4	3	5	6	6	3

Initiative: 3 + 1D6
Threat/Professional Rating: 3/4



Skills: Armed Combat 3, Athletics 3, Conjuring 3, Etiquette (Street) 3, Firearms 3, Sorcery 4, Stealth 4
Spells: Analyze Device 4, Analyze Truth 3, Chaos 5, Heal 4, Invisibility 6, Manaball 3
Gear: Knife [4L]

As a Gecko shaman, Kanaka can use an additional die when making Damage Tests to resist poison. The rest of his totem's advantages and disadvantages are reflected in his given spell ratings. For more information on Gecko shamans, see the **Kingdom of Hawai'i** sourcebook section, p. 77.

One way or another, the runners should mix it up with the ALOHA team, either by finding and attacking them or by defending themselves from assault once ALOHA notices their presence. The ALOHA operatives are tough, but they did not expect to find trouble at a deserted office and so came lightly armed. The runners should either defeat them or convince at least some of the team to cut and run fairly easily. If looks like the runners might lose the fight, go to **Debugging**.

TAKING PRISONERS

If the runners capture Virani, he quickly agrees to guide them through the office's security measures. A coward at heart, Virani quails at the thought of combat and will console himself with fantasies of tracking the team down later to exact revenge.

If the runners capture any ALOHA members, only Mark Koyashi will talk. The others refuse to speak even on pain of death, remaining blindly loyal to their cause. Mark plays tough for a while, but soon folds under the strain. (He's an account executive, not a hardened warrior.) If suitably motivated, and at the gamemaster's discretion, he may answer any or all of the following questions.

If asked about himself, he states his name and reveals his affiliations with both 2M and ALOHA. If asked about ALOHA's interest in 2M, he replies, "We wanted something called an AFD, an Anti-Flatlining Device. I knew who was working on it, because 2M picked up the project from a little company in Seattle called MFI, Mary Falls, Inc. I got ALOHA a few details on the project and the location of the lab researching it. The next thing I know, an assault team from I don't know where destroyed the lab and made a hit on this office at the same time, killing Janet and everyone else working on the AFD. The top brass here didn't seem too upset. I know ALOHA didn't do it—there's no way we could have fielded that kind of force. But somehow, we ended up with the AFD info. I don't know how, or from who. We're here tonight because somebody heard that Janet might have hidden data on the AFD at another lab. I found out she hadn't just before you showed up."

If asked about the AFD's whereabouts, Mark claims not to know. "Naheka wouldn't tell me anything like that." If the runners ask about Naheka, Mark brightens and answers, "Our leader. He's a brilliant man, with fantastic magical power. He'll give Hawai'i back to us natives." Mark has only seen Naheka in human form, and has no idea that his revered leader is a feathered serpent.

Mark can hold out against almost any persuasion the runners can apply if asked to reveal the location of ALOHA headquarters. Upon pain of death, he will tell the runners where it is, but nothing else. At that point, he figures he'll die either way, and has a better chance of forgiveness from ALOHA than mercy from the runners.

DEBUGGING

If the runners look like they might lose the fight with ALOHA, the gamemaster can fudge the dice rolls in the players' favor or have a security team from Honolulu Offices show up and take on the ALOHA team rather than the runners. Of course, if outside security shows up, the runners should beat feet while the going is good, thus remaining free and alive to try again. If the runners cut out prematurely, or if they fail to find the locations of ALOHA's headquarters and/or 2M's lab, they get another chance in **ALOHA's Revenge**, p. 35.

KAPAA TOURS UNLIMITED

BEHIND THE SCENES

This encounter deals with the team's transportation needs. Depending on the runners' destination, Daniel Kapaa makes one of the following arrangements.

A TRIP TO MAKAI ISLAND

If the runners want to go to 2M's lab on Makai Island near Molokai, Daniel provides a Samuvani-Criscraft Otter with a new engine and modifications that give it greater speed, ease of handling, and improved signature masking and autopilot. The boat also has vehicle-control gear, allowing a rigger to operate it. During the full day that it takes Daniel to procure the Otter, the runners may either play tourist or try to dig up more leads on the streets (see **Legwork**, p. 51). When the boat is ready, go to **Sea Hunt**, p. 30.

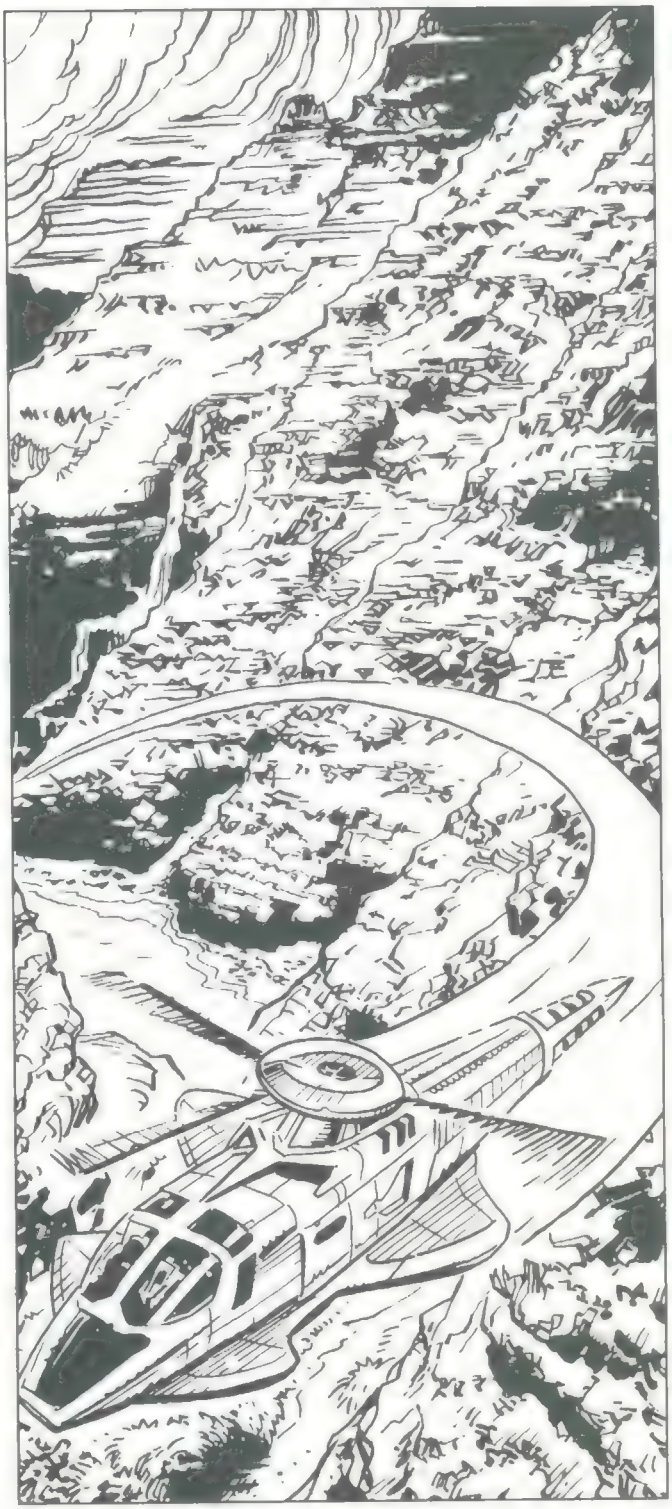
VISITING ALOHA HEADQUARTERS

If the runners decide to go to ALOHA headquarters in Waimea Canyon, Daniel can get them an unarmed Hughes Airstar 2050 helicopter that seats six. Waimea Canyon is steep and dangerously narrow, with unpredictable, high winds, and so only a nimble rotorcraft such as the Hughes has any chance of penetrating the canyon safely.

During the two days it takes Daniel to procure the vehicle, the runners can either investigate leads (see **Legwork**, p. 51), or play tourist. When the copter arrives, go to **Why A' Me A'**, p. 39.

DEBUGGING

Though nothing can really go wrong in this encounter, the gamemaster may need a few tips for running it. Let the runners drive the action, rather than allowing Daniel to give away the store right off the bat. The players may well come up with other, more innovative approaches to the problems facing them than those Daniel offers. Though the Otter and the Airstar are the only two vehicles that Daniel can provide, the team might be able to persuade him to come up with a few other pieces of gear. No matter how good the team's negotiating abilities, however, Daniel will not provide any individual item that costs more than 500¥, and he limits the total cost of additional gear to 5,000¥. Daniel grumbles about every additional request as if the cost were coming out of his hide, but he follows through. The runners find everything that Daniel promises them when they pick up their chosen vehicle. Statistics for each vehicle appear in the encounter in which they would be used.



SEA HUNT

TELL IT TO THEM STRAIGHT

You make your way down to the hotel's marina, cloaked in the darkness of a moonless night—a perfect night for espionage. The Otter looks like a harmless recreational craft, but you know better. Others might not see the boat's hardpoint-mounted, pop-up turret machine guns, but you do. Good old Danny boy's turned the Otter into a gunboat.

You download the coordinates you swiped from 2M into the Otter's navigational computer, start up the boat and head out onto the dark ocean. Next stop, Makai Island.

Taking advantage of the incoming tide, you cut your engines for extra stealth as you approach the island. You glide through the black water silently as a hunting shark. Suddenly, a distant light cuts through the darkness, just off the island's shore. The whirring noise of another boat's engine draws nearer and nearer, until the other craft is close enough for its cone-shaped light to search the waters near your vessel. You killed your own lights at the first sign of company; as the other boat sweeps the sea with its searchlights, you stay frosty and lie in the bottom of the boat for what feels like an eternity. Eventually, the light moves away and the engine noise fades. As you watch the light recede, you notice that the water seems to swell a little distance behind the other vessel, as if something large was following the light beneath the waves.

Cautiously, you guide your boat into a small cove. The silence feels eerie; you would swear that you are not alone. Briefly, you entertain second thoughts about disembarking. . .

If a runner scouts the Island astrally, read the following:

The island stretches beneath you, its life magic dancing before your astral sight like thousands of tiny flames. Plants, trees, and animals all burn brightly in astral space. You look for the darkest spot on the astral landscape, the most likely sign of concrete and steel, and move swiftly toward the lifeless place.

Suddenly, three shapes burst out of the trees and rush toward you. You recognize them as watcher spirits, the biggest you've ever seen. Each one looks like a full-sized tiger and sports fangs the length of your forearm. Looks like you're in trouble. . .

HOOKS

Use the silence and the darkness to play up the tension of moving silently and secretly. Let the players believe that this will be another snooping mission, just like in **2M or Not 2M** (p. 23). Later in the encounter, play up the adrenaline high of the boat chase. Convince the runners that they cannot get out of hot water this time, so that the appearance of the kraken comes as a relief.

BEHIND THE SCENES

The runners arrive at Makai Island prepared for the usual sneaking around and maybe a spot of datastealing, but events intervene before they set foot on the beach.

Give the runners time to come up with a plan for getting to and searching the lab, but read them the following scene before they can implement it. Note that all dialogue in italics is spoken in Japanese. If at least one of the player characters speaks Japanese and so would understand what was being said, read the dialogue aloud. If not, then simply indicate who is speaking and sum up the emotional content of their words so that the runners get the idea of what is going down.

Closer than you'd like, you hear noise. In a small clearing ahead of you, dimly lit by starlight, you spy four men, three in paramilitary garb and one in jungle camo. You can't see any identifying marks on their fatigues, but you sure as drek recognize the dim silhouettes of their AK-97s. Fortunately, they seem to be searching the area for something other than you, and they don't seem to care about attracting attention.

The man in the jungle suit lights a cigarette. The flare of his electro-match briefly illuminates his Asian features. As he extinguishes the match, one of his companions steps forward.

"*How appropriate,*" says the second man. He holds his assault rifle easily at his side, but the placement of his arm in the sling tells you he's ready to use the gun.

The cigarette man turns toward him. "*Sorry?*"

"*I was just about to ask if you'd like a last cigarette.*" The gunman's voice sounds clear and even. Slowly, he raises the barrel of the assault rifle.

The cigarette man tenses, staring at the rising gun. He takes half a step backward, stammering, "*I don't . . .I . . .*"

"*Doesn't matter,*" the gunman says. "*You've lost the company's trust.*" He raises the rifle to his shoulder and aims. "*And you know what that means.*"

The cigarette man looks wildly around for an escape route as the crimson beam of the assault rifle's laser sight marks the destination of the bullet that will rip out his chest.

The man with the cigarette is Robbie "Kinu" Kurosawa, the leader of the MCT assault team that raided the 2M lab. He also works undercover for ALOHA and gave the stolen AFD prototypes and data diskettes to Naheka (see **Plot Synopsis**, p. 8). Ever since that operation, Kinu has distanced himself from the AFD debacle, hoping to preserve his position at MCT by sink-

ing back into relative obscurity. His orders to lead the team sent to search Makai Island for evidence of the kraken attack that Kinu claimed had destroyed the assault team came as a nasty shock. He got an even nastier shock when he tried to contact Naheka, and found that ALOHA had changed its communication protocol. Kinu suspects that the terrorist leaders caught on to his actions as a double agent and regarded him as beyond salvage. He did not, however, suspect that his corp masters also wanted him out of the way.

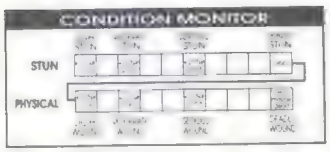
RESCUING KINU

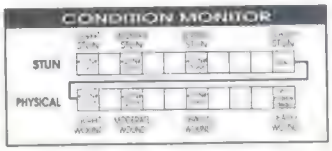
Suspicious of Kinu's kraken story, MCT has decided to play it safe and get rid of him during the search of Makai Island. The three MCT soldiers with Kinu, all Japanese, have orders to kill him and dump his body in the same cove into which the shadowrunners have just piloted their boat. Hopefully, the runners will step in and save Kinu. If not, see **Debugging**, p. 34 of this section. For Kinu's statistics, see **Cast of Shadows**, p. 57. Note that none of the MCT soldiers carries anything to connect them with the megacorp.

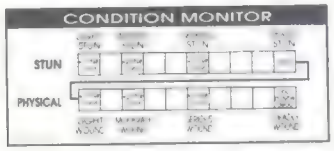
MCT Soldiers (3)

B	Q	S	C	I	W	E	R
5	5	5	3	3	4	4	4 (6)

Initiative: 6 + 2D6
Threat/Professional Rating: 3/3
Cyberware: Wired Reflexes 1
Skills: Armed Combat 3, Etiquette (Corporate) 4, Firearms 5, Unarmed Combat 3
Gear: AK-97 [Assault Rifle, 38 (clip), SA/BF/FA, 8M, w/1 extra clip, Laser Sight, Thermographic Imaging Scope]





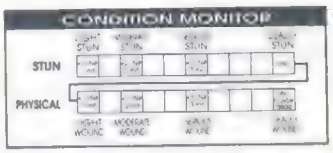


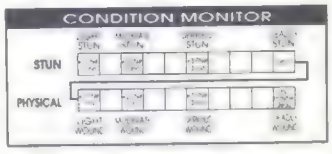
If the rest of the MCT troops searching Makai Island and its waters hear anything more than the single burst of autofire planned in order to kill Kinu, all hell breaks loose. As soon as they fire, as if on cue, the runners hear the sounds of several people running toward them through the jungle. If the runners want to stay and fight Mitsuhama's assault team, let them. Kinu immediately heads for the cove at a dead run, intending to swim for the MCT boats moored in the cove next to this one. At the gamemaster's discretion, Kinu finds the runner's boat first.

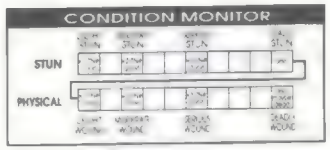
Mitsuhama Assault Team (10)

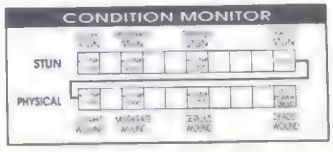
B	Q	S	C	I	W	E	R	Armor
5	4 (6)	4 (6)	2	4	4	6	4(8)	5/3

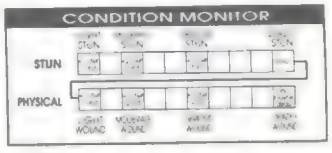
Initiative: 8 + 3D6
Threat/Professional Rating: 5/4
Cyberware: Muscle Replacement 2, Wired Reflexes 1
Skills: Armed Combat 3, Athletics 4, Etiquette (Corporate) 4, Firearms 5, Unarmed Combat 4
Gear: Ares FN-HAR [Assault Rifle, 38 (clip), SA/BF/FA, 8M, w/2 extra clips, Laser Sight, Gas Vent II, Thermographic Imaging Scope], Armor Jacket (5/3)

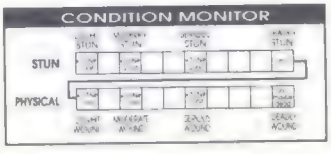


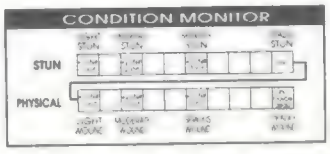


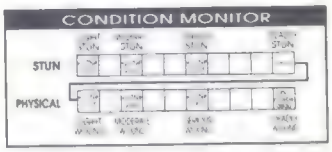


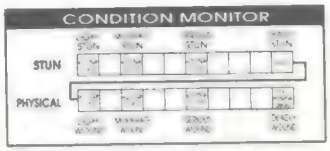










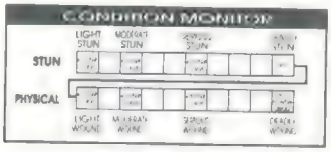


In addition to the assault team and the three men assigned to kill Kinu, MCT's search party includes a combat mage and four Swordsman boats with a pilot and four crewmen apiece. The mage controls three watcher spirits, but initially stays out of the fight. If the runners seem to be winning, the combat mage attacks with the second wave of MCT soldiers.

Combat Mage

B	Q	S	C	I	W	E	M	R
3	4	2	3	6	4	6	6	5

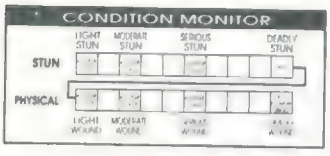
Initiative: 5 + 1D6
Threat/Professional Rating: 3/3
Skills: Climbing 4, Conjuring 5, Firearms 4, Magical Theory 5, Sorcery 5
Spells: Analyze Magic 3, Chaos 5, Heal 4, Mana Barrier 5, Mana Bolt 4, Power Dart 4

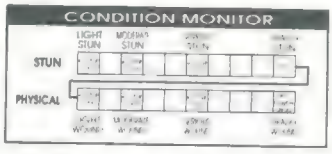


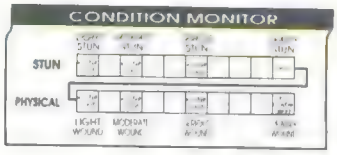
Watcher Spirits (3)

B	Q	S	C	I	W	E	M	R	Attacks
5	5	5	5	5	5	5	(5)	5	5M

Initiative: 25 + 1D6
Threat Rating: 5







The runners should not win this fight, and the gamemaster may need to adjust the opposition accordingly to get that point across to the runners. Kinu strongly recommends a tactical withdrawal from the island before the Swordsman crews seal off the cove. If the runners ask about the 2M lab, Kinu tells them that the company abandoned it, leaving nothing behind. The island offers nothing for the runners except death at the hands of MCT's professional commandos. Kinu will gladly help the runners escape, telling them exactly how many Swordsmen MCT sent and from which directions they will most likely approach.

CHASE AT SEA

As soon as the rest of the MCT personnel realize that some unexpected factor has fragged the plan, they begin closing in on Kinu's last known position or on the source of the combat noise. If the runners scramble back to their boat fast enough, or if they never leave it, they need only worry about pursuit by the MCT Swordsmen waiting in the waters near the island. The greater speed of the MCT craft means the Swordsmen will catch the runners' Otter. If the runners let him, Kinu will man the Otter's rear guns. Luckily for the runners,

only one Swordsman lies close enough to intercept the fleeing Otter initially. This first boat stands 100 meters off the runners' cove. Three more Swordsmen rapidly approach from about 600 meters away.

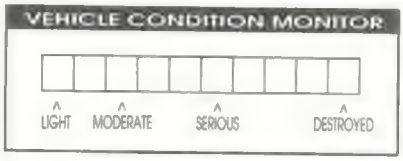
Gamemaster this chase using standard rules for vehicle combat (pp. 105–109, **SRII**). To reflect the hazards created by the darkness and the boats' proximity to an island that might well be surrounded by shallow reefs, treat the terrain as restricted, adding a +2 modifier to all target numbers.

Unless they really hose things up, the runners should be able to incapacitate the first pursuing Swordsman, or at least force it to break off pursuit until reinforcements arrive.

Samuvani-Criscraft Otter

Handling	Speed	Body	Armor	Signature	Autopilot
2*	22/67*	2	0	4*	3*

Seating: 2 bucket seats + 4 folding bench
Cargo: 10 CF storage + 30 CF cargo
Economy/Fuel: Assume the runners have plenty of gas.
Weapons: Pop-up Turret w/Medium Machine Gun [40 (clip), FA, 93, w/2 extra clips, Thermographic Imaging Scope]†
*Statistics reflect this Otter's high-performance engine.
†Hardpoint halves recoil modifiers (round up). Popping up the turret requires a Complex Action.

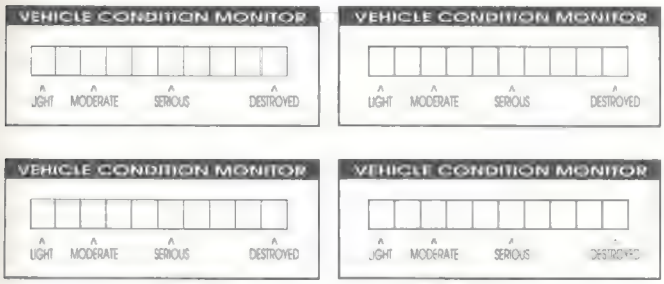


The gun's central firing arc faces straight behind the boat, and pivots 30 degrees to either side. The gamemaster determines whether or not a target lies within the gun's possible firing arc.

MCT Zemlya-Poltava Swordsman (4)

Handling	Speed	Body	Armor	Signature	Autopilot
5	30/90	3	0	3	2

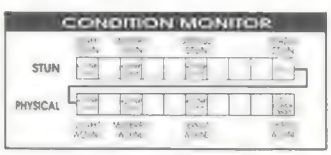
Seating: 2 bucket seats + 6 folding bench
Cargo: 10 CF storage + 30 CF cargo
Economy/Fuel: Assume each craft has plenty of gas.
Equipment: EuroNav "Poseidon" outboard motors, Datajack Link (adds +2 to pilot's Reaction)

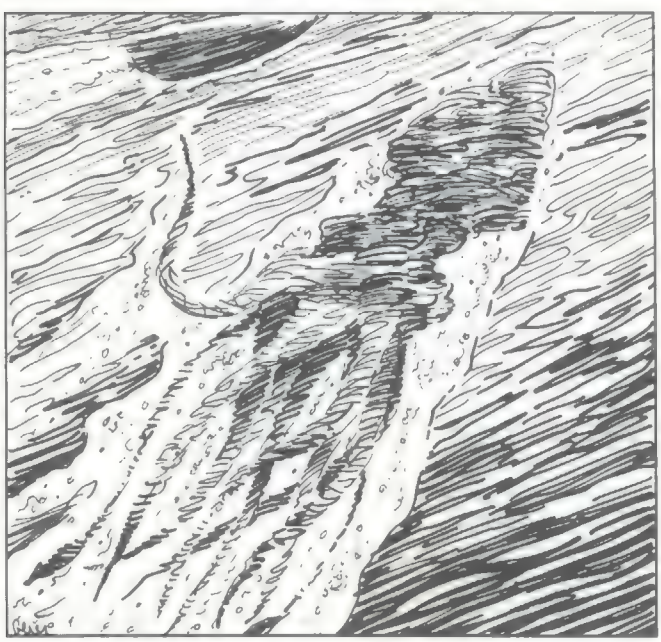


Swordsman Pilot

B	Q	S	C	I	W	E	R
3	4	3	2	4	3	6	4 (6)

Initiative: 4 + 1D6 (6 + 1D6 when controlling the boat)
Threat/Professional Rating: 3/3
Skills: Boat 5, Boat (B/R) 4, Car 4, Etiquette (Corporate) 4, Unarmed Combat 3
Gear: AK-97 [Assault Rifle, 38 (clip), SA/BF/FA, 8M, w/1 extra clip, Thermographic Imaging Scope]

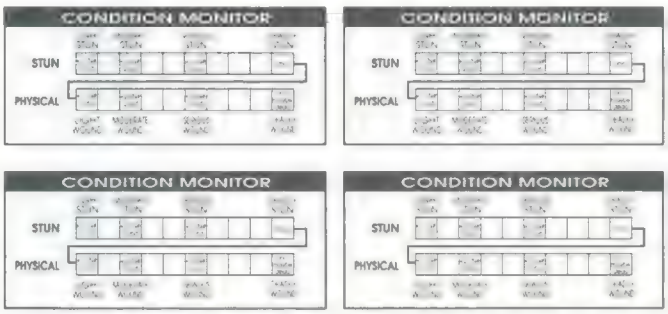




Swordsman Crew (4)

B	Q	S	C	I	W	E	R
5	5	5	3	3	4	4	4 (6)

Initiative: 6 + 2D6
Threat/Professional Rating: 3/3
Cyberware: Wired Reflexes 1
Skills: Armed Combat 3, Etiquette (Corporate) 4, Firearms 5, Unarmed Combat 3
Gear: AK-97 [Assault Rifle, 38 (clip), SA/BF/FA, 8M, w/1 extra clip, Thermographic Imaging Scope]



SAVED BY THE KRAKEN

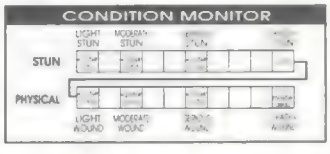
Fortunately for the runners, a kraken really does live in Hawai'ian waters, feeding on *mahi-mahi*, dolphins, small whales, and the occasional, overconfident scuba diver. The bright lights of the MCT Swordsmen attract its attention, as do the flashes of light and explosions from any combat between the MCT vessels and the Otter. Foreshadow the kraken's approach by describing an ominous swell of water as mentioned in **Tell It To Them Straight**, p. 30 of this section.

Hopefully, the runners can come up with a crafty way to use the kraken against their pursuers. Because bright lights attract the creature, the runners might use a flare to lure the beast toward the attacking MCT Swordsmen. They might also try a confusion spell, an illusion spell, a nature spirit's powers, or some other devious action to send the kraken toward the MCT boats. Give the runners a chance to come up with a plan; if they fail to take advantage of this opportunity, have the MCT goons do something stupid, such as attacking the kraken. For a complete description of the kraken, see p. 227, **SRII**.

Kraken

B	Q	S	C	I	W	E	R	Attacks
12/3	5 x 3	20	—	3	6	(6)	7	12D+2 Reach

Powers: Pestilence



As far as the runners are concerned, the kraken attack only matters because it gives the MCT troops more to worry about than capturing a fleeing Otter. For this reason, the gamemaster should not play out the combat between the MCT goons and the creature. Assume the kraken takes out one or two Swordsmen and lets the rest escape. The survivors tell MCT management about the kraken, and the corpboys wonder if Kinu told them the truth after all. Now unsure of what really went down in the 2M raid, MCT does not interfere with the runners for the rest of this adventure.

A CHAT WITH KINU

Kinu wants very much to reach Honolulu, get off the islands and start a new life away from both MCT and ALOHA. Unaware of the runners' connection to events surrounding the AFD, he offers them 20,000¥ to take him back to Honolulu immediately. If the runners level with him, or even hint at their connection with MFI, 2M, and the AFD, Kinu trusts them and reveals all the information about ALOHA presented in **Legwork** (p. 51). If the runners ask specifically about Kinu's connection with their run, he comes clean about his role in the AFD scam. Paraphrase the information given about the raid in the **Plot Synopsis**, p. 8. Kinu knows little about Naheka. He believes the leader is a powerful mage, but has no idea that Naheka is a feathered serpent.

Though Kinu has never been inside ALOHA's headquarters, he knows it is located in Waimea Canyon. He cannot, however, provide specific coordinates to its location or draw a decent map of the place. He shows no enthusiasm for taking the runners to the ALOHA HQ, where former comrades might see him, but he considers doing it in return for a 200,000¥ stake with which he can start a new life. If the runners haggle over this price, use standard negotiation rules to settle on a fee. If the team convinces Kinu to join them on their trip to Waimea Canyon, Daniel Kapaa is wary of him at first, but eventually accepts his story and provides him with an AK-97 assault rifle [38 (clip), SA/BF/FA, 8M, w/1 extra clip] and a knife [7L]. Go to **Kapaa Tours Unlimited**, p. 29.

DEBUGGING

If the runners decide to try to escape the Swordsmen and/or the kraken by returning to Makai Island, Kinu does everything in his power to talk them out of it, repeatedly reminding them that an angry corporate assault team awaits them on the shore. If they ignore his advice, he sits back and does nothing, refusing to help the team commit suicide. The only thing that keeps him from diving over the side to save his own skin is the presence of a hungry kraken.

If the runners fail to rescue Kinu, somehow kill him, or fail to make a deal with him, their next step depends on whether they already know the location of ALOHA's headquarters. If they do, go to **Kapaa Tours Unlimited**, p. 29. If not, go to **ALOHA's Revenge**, p. 35.

ALOHA'S REVENGE

TELL IT TO THEM STRAIGHT

You drive down the street, figuring it's a good time to go back to the hotel and catch a little shuteye. Maybe some sleep will help you figure out what to do next. The break-in at 2M turned up drek-all leads, and gave you a brand-new enemy to worry about. That's if those ALOHA slags can find you. Fragging slots really put a crimp in your run. The boys at 2M will probably be so paranoid that they'll all sleep at the office for the next month or so. Still, being frustrated in paradise beats the drek out of being frustrated in Seattle. After a good night's sleep, you're bound to think of something.

In your rearview mirror, you spot a black Honda-GM 3220 ZX speeding your way. With a sudden, turbo-assisted thrust it pulls even with you, and an ork in a tropical shirt with a drek-eating grin leans out the passenger window. "Aloha from ALOHA!" he yells. "E make loa, haole!" Suddenly, the muzzle of a submachine gun appears in the ork's hand. . .

HOOKS

Remember all those thrilling car chases in movies? Make this encounter one of them. Describe the oncoming truck bearing down on the fleeing (or pursuing) car, the screech of rubber on pavement, the frantic swerve to avoid a woman pushing a baby carriage across the street, and so on.

BEHIND THE SCENES

The gamemaster should only run this encounter if the runners failed to learn the location of ALOHA's HQ in **Sea Hunt** (p. 30). The information in this encounter literally falls into their laps (open wide, shadowrunner, here comes a clue!) and so the gamemaster should only use it as a last resort.

In addition to the ork, Toshi, the Honda contains three other members of ALOHA who want revenge for the 2M fiasco. ALOHA traced the team to the Honolulu Hilton and got a plate number on their rental car. Though the hit squad in the Honda cannot be sure that the player characters are shadowrunners, they do know that the runners are more than investment fund managers on vacation.

During the car chase, give Toshi one free shot and then conduct the rest of the fight according to standard vehicle and melee combat rules. The ALOHA members go for a quick kill, alternating between firing quick blasts from their rifles and ramming the runners' car. Three members of the hit team are armed with Uzis. The driver, Cameron, packs a Colt pistol that he does not use. If the runners are using the Yamaha Rapiers

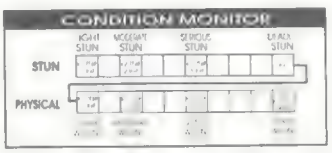
that Daniel provided for them (**Hawai'ian Paradise**, p.18), the gamemaster may need to adapt **Tell It To Them Straight** accordingly.

The runners should defeat this attempted hit. Assuming they survive to inspect the Honda and its (deceased) occupants, they find a datachip labeled "Insurance" that fell out of the driver's pocket. Give the runners time to stash the chip before the inevitable police car arrives on the scene. Initially suspicious of the characters, the HNPF officers question them, but practically forget the runners exist once they discover that the victims of the crash are the ALOHA operatives. All of the ALOHA goons happen to be near the top of the HNPF's Most Wanted list (lucky, lucky runners!). If the runners explain their involvement in the shoot-out in a vaguely believable way ("Never saw them before, officer. They just started shooting!"), the cops leave the runners alone and cart the ALOHA goons away. If the runners crack wise or shoot it out with the cops, they deserve any grief the gamemaster chooses to give them.

Toshi

B	Q	S	C	I	W	E	R	Armor
8	4	6	2	2	3	3	6	2/1

Initiative: 3 + 1D6
Threat/Professional Rating: 4/3
Skills: Etiquette (Street) 4, Firearms 5, Unarmed Combat 2
Gear: Armor Vest (2/1), Uzi III [Submachine Gun, 30 (clip), BF, 6M, w/2 extra clips]



Cameron

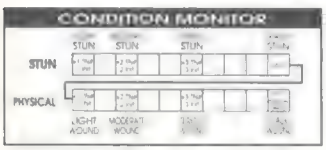
B	Q	S	C	I	W	E	R
4	4	3	3	5	3	4	4

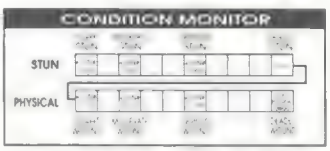
Initiative: 4 + 1D6 (6 + 2D6 when rigging)
Threat/Professional Rating: 3/3
Skills: Car 4, Car (B/R) 5, Computer 3, Electronics 4, Firearms 3
Cyberware: Vehicle Control Rig: 1
Gear: Colt American L36 w/Concealable Holster [Light Pistol, 11 (clip), SA, 6L]

ALOHA Members (2)

B	Q	S	C	I	W	E	R
4	4	4	3	3	3	3	3

Initiative: 3 + 1D6
Threat/Professional Rating: 3/3
Skills: Armed Combat 3, Etiquette (Street) 3, Firearms 4, Unarmed Combat 3
Gear: Knife [4L], Uzi III [Submachine Gun, 30 (clip), BF, 6M, w/2 extra clips]

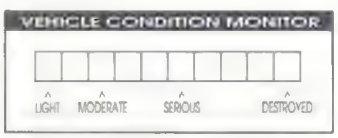




Honda-GM 3220 ZX Turbo

Handling	Speed	Body	Armor	Signature	Autopilot
4	50/150	2	0	1	2

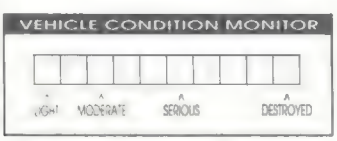
Seating: Front/rear twin bucket seats
Access: 2 standard/open top + rear hatch
Economy: 45 km per liter
Fuel: IC/30 liters
Storage: 4 CF trunk



Ford Americar

Handling	Speed	Body	Armor	Signature	Autopilot
4	35/105	2	0	2	2

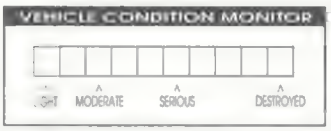
Seating: Twin front/back bucket seats
Access: 2 standard
Economy: 50 km per liter
Fuel: IC/30 liters
Storage: 5 CF trunk

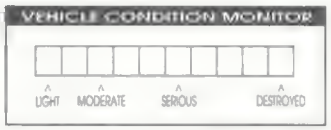


Yamaha Rapier (2)

Handling	Speed	Body	Armor	Signature	Autopilot
3	65/195	1	0	1	1

Seating: 1
Access: 1 CF underseat
Economy: 120 km per liter
Fuel: IC/10 liters





INSPECTING THE DATACHIP

Carrying only three files, Cameron's chip nonetheless contains sensitive information concerning ALOHA's activities as well as the location of its HQ in Waimea Canyon. A raving paranoid, Cameron created the chip recently to use as a bargaining tool should he ever want out of ALOHA. Because he did not have time to finish his work, the information on ALOHA's headquarters is incomplete. The "Canyon" file contains a rough map of Waimea Canyon, showing the entrance to ALOHA's headquarters. The "Life Insurance" file is Cameron's diary, and contains a description of ALOHA's involvement in the AFD project. Excerpts from this file appear below. The "Blitzkrieg" file appears at first to be a fan's collection of information about the wildly successful European synthrock group Blitzkrieg, but is actually a plan-in-progress for kidnapping the group when their world tour swings through Honolulu. Though this plot has nothing to do with **Paradise Lost**, it is major paydata.

The files are protected by the equivalent of Rating 6 scramble IC and can be read by slotting the chip into a cyberdeck.

Cameron's Diary Entries

Cameron is a sociopath in addition to being paranoid, and his diary gives the runners an unpleasant guided tour through his twisted mind. Amid ramblings about death, destruction, and destiny, the runners can find the following two key entries:

>>>>>[21:32:47/1-14-54: New assignment, something called an AFD. Stands for Anti-Flatlining Device. Seattle corp Mary Falls Inc. working on the project with Molokai Microtronics (2M). Molokai selling out to Mitsuhama. MCT planning to hit 2M corp offices and labs, geek execs and scientists, snatch prototypes and info. We snatch same drek from Mitsuhama. Wish I could go; hosing down a corp office sounds wiz. Labcoats and corpboys deserve what they get, motherfragging rich haole slots.]<<<<<

>>>>>[23:35:54/1-18-54: Word from our guys at 2M. Koyashi's got things in place. Nothing for MCT there except personnel. One of our ops on 2M lab hit squad. Not me. Slotting high-ups keep me out of everything.]<<<<<

After examining the information on Cameron's chip, the runners will probably want to go directly to ALOHA's lair. To arrange transport, go to **Kapaa Tours Unlimited**, p. 29, then **Why A' Me' A**, p. 39.

DEBUGGING

If the runners fail to find and/or take with them Cameron's datachip, their next step depends on what they already know. Unless they can discover ALOHA's Waimea Canyon headquarters from Kinu Kurosawa (see **Legwork**, p. 51), they're frag out of luck. Their skins are safe, though; ALOHA does not waste any more manpower on revenge. After a week or so, Daniel tells them they have been fired and must check out of their hotel. Go to **Picking Up the Pieces**, p. 50.

WHY A' ME A'

TELL IT TO THEM STRAIGHT

You find Daniel ready and waiting back at your hotel suite. "Your plane awaits," he says with a grin. He accompanies you to the heliport on the hotel's roof, where the Hughes Airstar crouches like a vast, black bird.

Daniel tells you that he's been instructed to join you. "Pretty crazy, I know, but I couldn't turn down the fee they offered. I'm not going into ALOHA, though, bruddah. I'm just along to take care of the copter."

Your rigger jacks into the controls, and the copter lifts off. Below you, the skyrakers of downtown Honolulu slowly shrink as you ascend into the bright, Hawai'ian sky. The land floats away behind you, giving way to calm, blue ocean.

Too soon, your Airstar hangs over the island of Kauai. Everywhere you look you see countless shades of green. From your bird's-eye view, the island looks like a verdant circle centered on a jut of dark mountains. You swallow to moisten a suddenly dry throat as the Airstar begins descending past the peak of Mount Waialeale and down into Waimea Canyon.

The sheer spectacle of brilliant, green forests and weathered, red-orange rock takes your breath away as you drop deeper and deeper into the canyon. The copter approaches the outcropping of rock that hides the entrance to ALOHA's headquarters. Watching the rock get bigger and bigger, you feel an unnatural calmness, but recognize it as the calm before the storm. Almost as soon as you name it, you lose it.

Your muscles tense up as you realize the danger in what you're about to do: dive into the heart of a terrorist organization headed by a powerful mage and steal from it something they went to considerable trouble to get. Before you can even ask, "Why me?", the answer rings out in your mind. "Think of the *money*, chummer. Think of the *money*. . ."

HOOKS

Emphasize the fact that the runners are heading into unknown territory and incredible danger. At any moment, someone may notice them and cut them down. Remind the players that with this huge risk comes a huge payoff, the payoff of every runner's dreams. Run the encounter as straight as possible, and let the story tell itself.

BEHIND THE SCENES

Needless to say, the runners need some way to conceal the sight and sound of the Airstar's approach from ALOHA's vigilant sentries. The runners may attempt to use a vehicle mask spell; if no one on the team can cast it, Daniel does so. Refusing to comment on his magical ability, he shrugs it off as a trick of the trade.

The entrance to ALOHA's HQ is concealed behind a small, rocky outcropping in the canyon wall. A small landing pad lies 50 meters from the entrance and is large enough to accommodate any size copter up to and including a Hughes Stallion. As standard procedure, the terrorists conceal the pad with camouflage netting, and so spotting it requires a successful Perception (3) Test, using the appropriate modifier for a partially hidden object (p. 185, **SRII**). ALOHA choppers emit a transponder signal to trigger beacons surrounding the landing flat to counteract the camouflaging, but the team does not have the appropriate transponder code.

Once the pilot has spotted the landing pad, he or she must make a Rotor Craft Test against a target number equal to the copter's Handling, adding a +3 modifier to the target number to reflect the area's unpredictable winds and the copter's proximity to the rock face. An ALOHA pilot suffers no such modifier, of course, having practiced this approach in simulation hundreds of times. If the test is successful, the pilot lands the chopper safely. If the test is unsuccessful, the Airstar crashes as if traveling at 100 meters per Combat Turn.

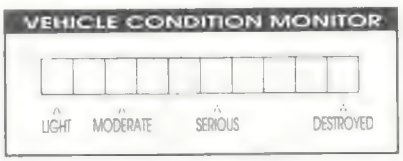
Hughes Aerospace Airstar 2050

Handling	Speed	Body	Armor	Signature	Autopilot
4	190/260	4	2	3	4

Seating: Twin + 9 bucket seats **Access:** 2 + 2 standard + 1 double-sized

Economy: Assume the runners have enough gas.

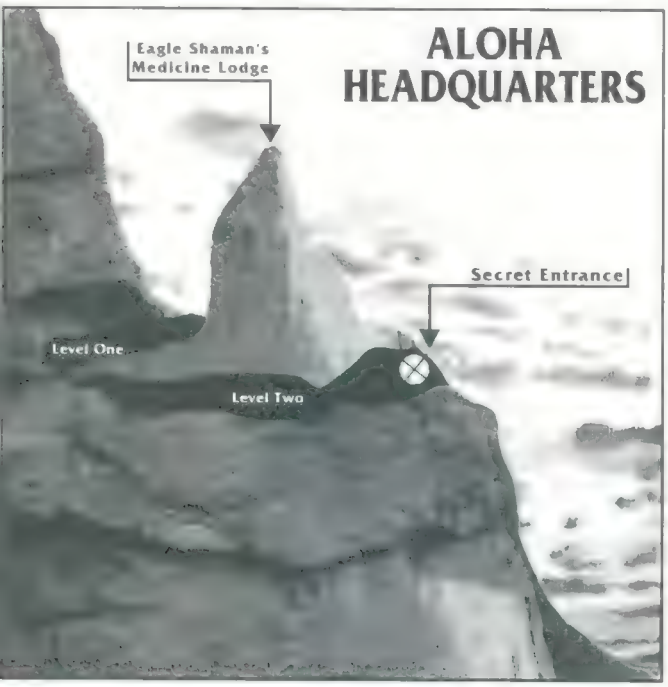
Cargo: 10 CF storage



The magical concealment necessary to land the chopper without detection by mundane security runs the risk of alerting ALOHA's magical-security vanguard, three Goose shamans in their medicine lodge (see **Perimeter Security**, following). For this reason, the team may prefer to rappel down from the chopper a few hundred meters up-slope of the entrance and sneak through the trees. The entrance to the ALOHA base lies 300 meters above the canyon floor and an equal distance below the rim of the valley. Unfortunately for the runners, the

slope is steep and treacherous, requiring each character to make a Climbing (4) Test for every 50 meters he travels. If this test is unsuccessful, the runner slips and falls down the slope.

A falling character slides roughly 20 meters every round. To attempt to break the fall, the runner makes a Climbing (6) Test each round. The runner stops falling as soon as he makes a successful Climbing (6) Test. Calculate damage as (Distance Fallen/10)M. Using this formula, a fall of 100 meters inflicts 10M damage. (Nasty break, chummer.) To climb back up the slope unassisted, the fallen runner must make two Climbing (4) Tests for every 10 meters that he climbs. If both tests are unsuccessful, the runner slips and falls again.



PERIMETER SECURITY

On top of the outcropping that conceals the HQ entrance stands a camouflaged medicine lodge, set up by ALOHA's three *Nene* (Goose) shamans. The three shamans spend most of their time meditating in the lodge. If they detect intruders, two shamans attack viciously as the third alerts the HQ.

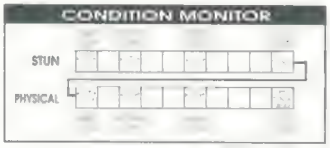
A pair of watcher spirits patrols nearby astral space. If anyone approaches astrally and attracts the watchers' attention, the spirits carry a warning to Naheka and then return to tip off the shamans.

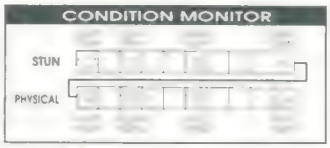
Goose Shamans

B	Q	S	C	I	W	E	M	R
3	3	2	4	4	5	6	6	3

Initiative: 3 + 1D6
Threat/Professional Rating: 4/3
Skills: Armed Combat 3, Climbing 6, Conjuring 4, Magical Theory 3, Sorcery 4
Gear: Knife [3L], Medicine Lodge (Rating 4)
Spells: Mana Bolt 5, Powerball 5, Sleep 7

The Goose shamans have the advantage of +3 dice for conjuring mountain spirits, but the disadvantage of a +2 penalty to all target numbers for tests made when not standing on the ground of the Hawai'ian Islands. For more information on Goose shamans, see **New Totems**, p. 77 of the **Kingdom of Hawai'i** sourcebook section.





Getting In

The HQ entrance is nothing but a large hole in the canyon wall. Roughly four meters in diameter, the hole opens into a passage that slopes down to the Entry Room below. If the team rigger wants to accompany his fellow runners inside, Daniel offers to baby-sit the copter.

INSIDE ALOHA

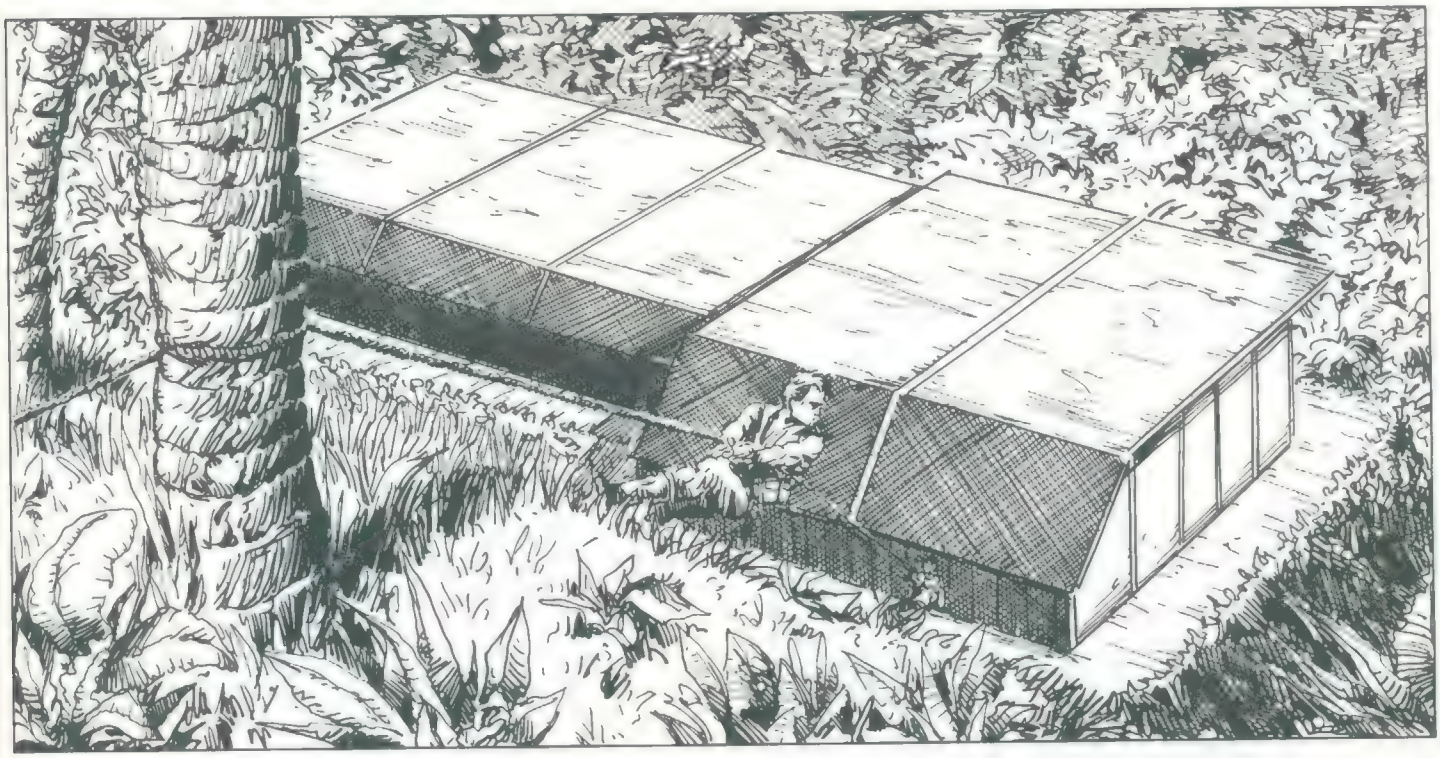
Assuming the runners successfully sneak in, they must begin looking for the AFDs in order to retrieve the prototypes and any information about the system for their employer. They can get information from two sources: decking, or interrogating captured ALOHA members. Needless to say, both approaches risk the raising of an alarm. If and when alerted to the runners' presence, all security guards in the HQ move toward the runners' last reported location and search for them. The gamemaster must improvise minute-to-minute events as the situation demands, keeping in mind that everyone on both sides is primed to deal with trouble.

DECKING

The ALOHA base has a main computer system that is connected to the Matrix, and the autonomous research project subsystem described under **Special Research Area (27)**, p. 46. The team decker can only access the subsystem from the Special Research Area or Naheka's office (see **Lower Level Map**, p. 48). If the players try to deck into the main system, refer to the ALOHA Main System Map in **Matrix System Maps**, p. 60.

Interrogation

If the runners capture and interrogate ALOHA members, they can learn considerable information that might be hard to come by in any other way. To conduct an interrogation, the runner makes an opposed Interrogation (Willpower) Test. At the same time, the captive rolls a number of dice equal to his Willpower against a target number equal to the runner's Interrogation Skill. Apply the appropriate modifier to target numbers resulting from wounds inflicted on the captive, if necessary. Then consult the Knowledge Category Table below to



determine how much each captive tells the runners, based on the number of net successes the interrogating runner achieves. Though the dice rolls determine what a captive will reveal, gamemaster and players should roleplay the actual interrogation. In general, the captives reveal their knowledge only when asked the right questions.

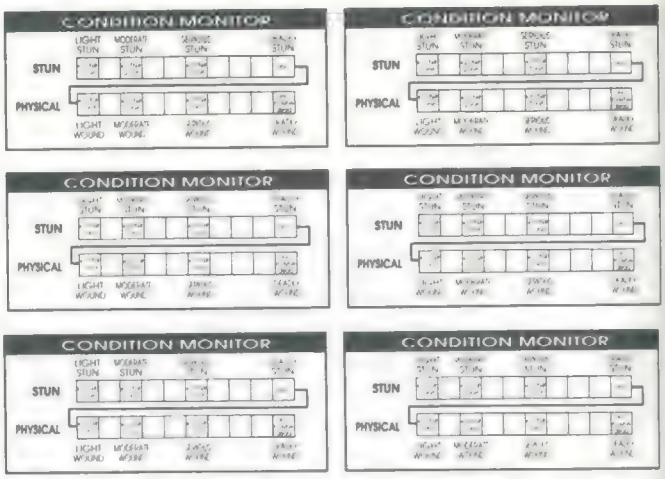
Similar to legwork, each number of net successes achieved allows the runner to learn the information available at lower levels of success. If he achieves 2 successes when interrogating a member of the cleaning staff, for example, that character also divulges the information available for achieving 1 success and no successes. After determining the category of knowledge that each captive can provide, consult the Knowledge Category tables for the exact information in each category.

KNOWLEDGE CATEGORY TABLE

Captive	Net Successes 0	1	2	3+
Cooks/Cleaning Staff/ Musicians/Goose Shamans	A	B	C	D
Adepts/Chemists/Ork Guards	A	C	D	E
Audrey Wilkes/Merill Toyoda/ Junior Mages	A	C	D	F
Peter Wong/Peter Chan	A	C	E	G
John Kalakaua	A	D	F	H
Senior Mages	A	D	F	I
Lili Kalakaua	A	E	G	J

Knowledge Category	Results
A	"Die, haole scum!"
B	Captive describes his or he work for ALOHA.
C	Captive describes the location and function of each room in the HQ, but the description is limited and possibly false.
D	Captive accurately and completely describes the contents of the HQ's rooms.
E	Captive describes general security provisions for the complex and reveals that Naheka is a powerful mage.
F	Captive describes specific security provisions that safe guard important areas.
G	Captive says that the AFD project staff is working in the Special Research Area.
H	"Naheka keeps back-ups of the data and extra prototypes somewhere. Don't know where, honest."
I	Captive reveals that Naheka is a feathered serpent.
J	Captive reveals the exact location of the backup AFD data and spare prototypes.

ALOHA
HEADQUARTERS UPPER LEVEL



UPPER LEVEL MAP

The ALOHA headquarters comprises an upper and a lower level. Each is a large, natural cave shored up with manmade construction. All ceilings are four meters high, and most floors are carpeted. The caves' outer walls are stone, but most of the interior walls are made of heavy, artificial material and have a Barrier Rating of 16. Doors are made of somewhat lighter material and have a Barrier Rating 14.

As in previous encounters, the descriptions given below of areas on the upper level map apply only to areas where the team is likely to go. Unless a description specifically states otherwise, all doors in the complex are unlocked and all rooms are brightly lit.

Guards

On both the upper- and lower-level maps, the letter G indicates the location of an ork guard. Each of these guards is equipped with a portable wrist phone and will contact security in the Computer Room at the first sign of trouble.

Ork Guards (6)

B	Q	S	C	I	W	E	R	Armor
7	4	6	2	2	3	6	3	2/1

Initiative: 3 + 1D6
Threat/Professional Rating: 4/3
Skills: Armed Combat 5, Climbing 4, Firearms 5, Unarmed Combat 3
Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/1 extra clip], Armor Vest (2/1), Portable Wrist Phone, Sword [8M]

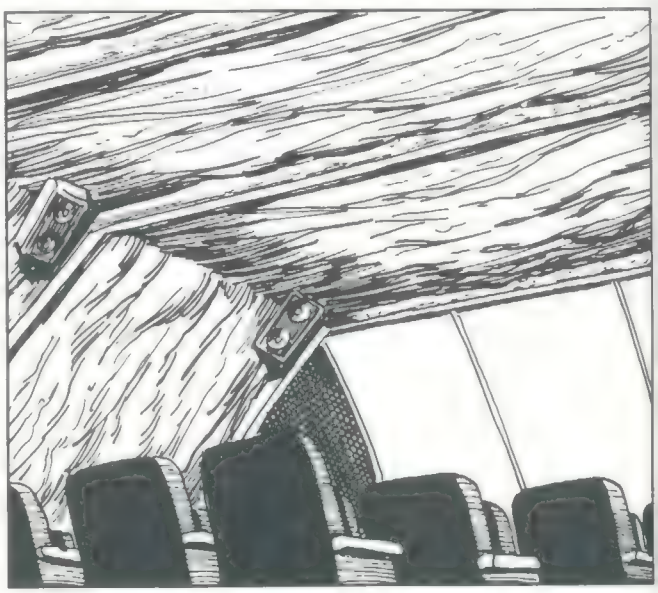
The following descriptions assume that the team is flying in during the day, the logical time to approach a landing site as dangerous as Waimea Canyon. If the team penetrates the site late at night, assume that all occupants of the HQ are in their sleeping chambers except for two security guards patrolling the upper level, two deckers in the Computer Room, and one chemist and an apprentice mage watching trideo in the entertainment lounge. Naheka sleeps in his cave.

Entry Room (1)

This square, unfurnished room has a cold, earthen floor and a meter-and-a-half high stand holding a palm print scanner. The scanner has the palm prints of 50 ALOHA members on file. Upon receiving a known print, the scanner opens two hidden panels in the walls. If Kinu is with the runners, he places his hand on the scanner and opens the panels. The scanner has a Rating 5, and includes a Rating 4 anti-tamper system.

House Manager's Office (2)

The house manager, Audrey Wilkes, maintains both levels of the HQ, ruling her kitchen and cleaning staff with an iron hand



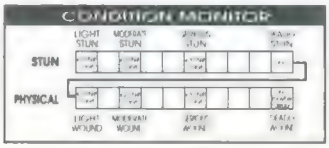
(literally). When the runners arrive, Audrey is in her office, poring over the supply inventory files on her table-top computer. This computer is not connected to ALOHA's central system.

Audrey Wilkes

B	Q	S	C	I	W	E	R
1	3	2	2	3	3	1.7	3

Initiative: 3 + 1D6
Threat/Professional Rating: 2/1
Cyberware: Cyberears w/ Recorder, Cyberhand w/ Built-in Telephone, Datajack w/200 Mp of memory
Skills: Accounting 4, Computer 3, Etiquette (ALOHA) 4, Firearms 3, Negotiation 3, Office Procedures 3
Gear: Colt American L36 [Light Pistol, 11 (clip), SA, 6L, w/1 extra clip]

Audrey has a master passcard that allows her access to any area in the HQ except for Naheka's cave. She has spent many years with ALOHA, and Naheka trusts her implicitly.



Guest Rooms (3)

ALOHA assigns these sparsely furnished rooms to members on temporary assignment to the HQ. They are currently vacant.

Entertainment Lounge (4)

A stage intended for live concerts and a trideo screen dominate this large room. ALOHA's collection of trids is stored beneath the screen. The lounge also offers a variety of virtual reality games.

Dining Room (5)

ALOHA's dining room is filled with long tables and benches, the tables already set for the next meal.

Musicians' Quarters and Practice Room (6)

ALOHA's resident elven musicians, Kehlani and Karla, share these two pleasantly decorated rooms, living in one and using the other as a practice room. They provide after-hours entertainment for the hard-working ALOHA members. When the runners arrive, Kehlani and Karla are in their practice room creating loud music.

Instruments, both acoustic and computer-controlled, and music stands fill this room. Kehlani and Karla, decked into their instruments and jamming to a cyber-rock riff, are oblivious to the runners unless physically attacked. For the musicians' statistics, use the Media Producer contact, p. 209, **SRII**, with the following changes: raise the Computer Skill to 4 and the Unarmed Combat Skill to 3, add Instrumental Music 4 and give each elf a datajack. The datajack reduces Essence to 5.8.

Cooks' Quarters (7)

Two cooks share each of these rooms, which look messy and lived-in. When the runners arrive, all the cooks are in the kitchen preparing the next meal.

Maintenance Crew Quarters (8)

The HQ's cleaning crew uses these four rooms as sleeping quarters. The workers in the two rooms nearest the kitchen are asleep when the runners arrive, having just finished a grueling night shift. The other maintenance workers are going about their duties elsewhere in the complex.

Kitchen (9)

ALOHA's four cooks are busily preparing food in this large, well-stocked kitchen. For their game statistics, use the Squatter contact, p. 210, **SRII**, adding Cooking Skill 4.

Storeroom (10)

This huge closet contains shelves stacked high with dry goods, other food staples, and cleaning supplies. The storeroom contains enough food to sustain ALOHA for months if necessary.

Hallway (11)

This short, narrow hallway connects the HQ's upper level to the lower one. At the entrance to the lower-level cave, the flooring changes from smooth, synthetic material to dry earth.

Gym (12)

This large room is full of exercise bikes, free weights, and UltraGym machines. Two of the HQ's six ork guards are working out when the runners arrive, one on a bike and the other on a bench-press machine. Because they are off-duty, these two guards' weapons are in their quarters. For their game statistics, see p. 42.

Guards' Quarters (13A) – (13D)

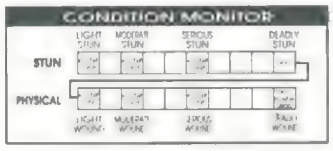
Well but not elegantly furnished, these rooms belong to the six ork guards and two human physical adepts who provide physical security within the HQ. The occupants of Rooms 13A and 13B are on duty, and the occupants of Room 13C are working out in the gym. In Room 13C, the runners can find the guards' weapons under the bed (for details, see Ork Guard stats, p. 42).

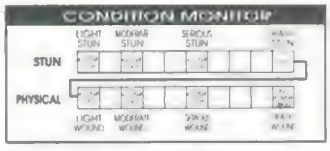
Room 13D is dark; the two human physical adepts who occupy it are asleep. Light sleepers by nature, both adepts can sense the opening of their door, but will feign sleep to surprise the intruders. The adepts keep their weapons under the bed, but rely on their formidable physical abilities if attacked.

Physical Adepts (2)

B	Q	S	C	I	W	E	M	R
5	5	5	3	3	3	6	6	4

Initiative: 4 + 2D6
Threat/Professional Rating: 4/4
Skills: Armed Combat 5, Athletics 6, Firearms 6, Unarmed Combat 8
Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/1 extra clip], Katana [8M]
Adept Powers: Killing Hands [5S]





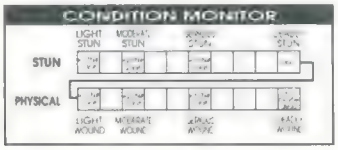
Financial Office (14)

Merill Toyoda, ALOHA's accountant and financial manager, is hard at work performing complex calculations on her computer terminal in this well-furnished office when the runners arrive. This terminal is connected to ALOHA's main system, but not to the autonomous research system (see **Decking**, p. 40 of this section). The door has a Rating 5 maglock.

Merill Toyoda

B	Q	S	C	I	W	E	R
2	3	2	2	5	4	4.3	4

Initiative: 4 + 1D6
Threat/Professional Rating: 2/2
Cyberware: Cybereyes w/Low-Light Vision, Datajack w/100 Mp of memory, Telephone
Skills: Accounting 6, Car 4, Climbing 3, Computer 3, Etiquette (Corporate) 4
Gear: Computer (Tortoise) w/Viewing Screen



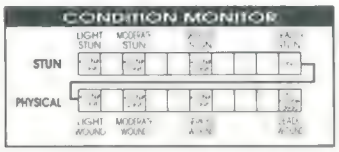
Toyoda's Quarters (14A)

Merill's luxurious living space boasts a thick, red, plush carpet on the floor and walls covered in holographic art with an ancient Egyptian motif. Ceramic statues of cats cover nearly every surface. Merill's door has no security, but is well guarded by her Awakened cat.

Cat

B	Q	S	C	I	W	E	R	Attacks
3	5 x 4	2	—	3/5	4	6	5	6M (claw)

Initiative: 5 + 2D6
Threat/Professional Rating: 3/3
Powers: Fear, Electrical Projection
Note: Electrical Projection power does 6M Damage.



Showers (15)

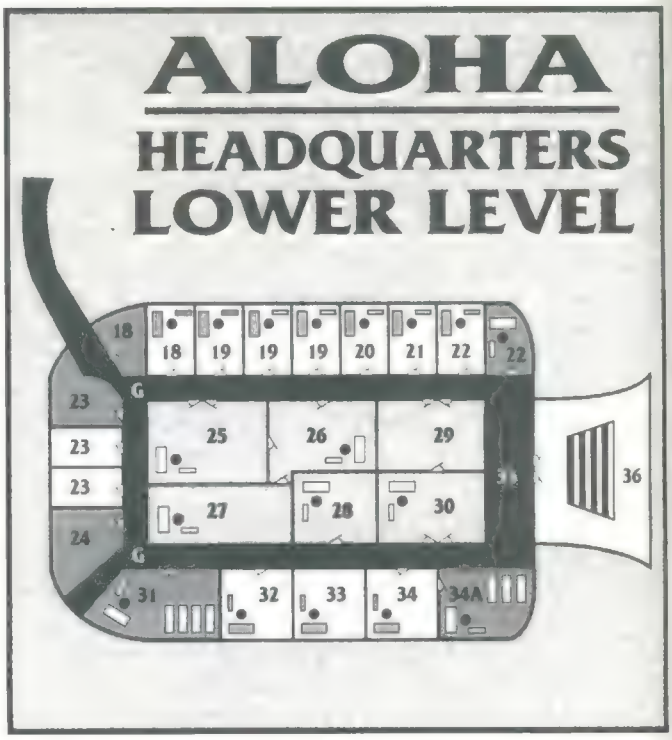
Male and female HQ residents each have one of these spacious rooms. Two maintenance workers are cleaning the tiles in each room when the runners arrive; for their statistics, use the Squatter contact, p. 210, **SRII**.

Bathrooms (16)

These are standard bathrooms with toilets and sinks. Sewage is directed to a central tank and then decomposed through magical and chemical treatments.

Supply Room (17)

This storage closet contains various bathroom supplies.



LOWER-LEVEL MAP

Computer Technicians' Quarters (18)

Technicians Peter Wong and Peter Chan live in these tastefully furnished rooms. Wong and Chan maintain and repair the HQ's data processing and telecommunications gear, modify and rewrite programs to suit ALOHA's needs and occasionally assist the deckers.

Junior Deckers' Rooms (19)

The three less-experienced deckers of ALOHA's five deckers live in these mid-sized rooms. Each room's furnishings include a wide variety of simsense entertainment gear. When the runners arrive, all three deckers are at work in the complex's Computer Room.

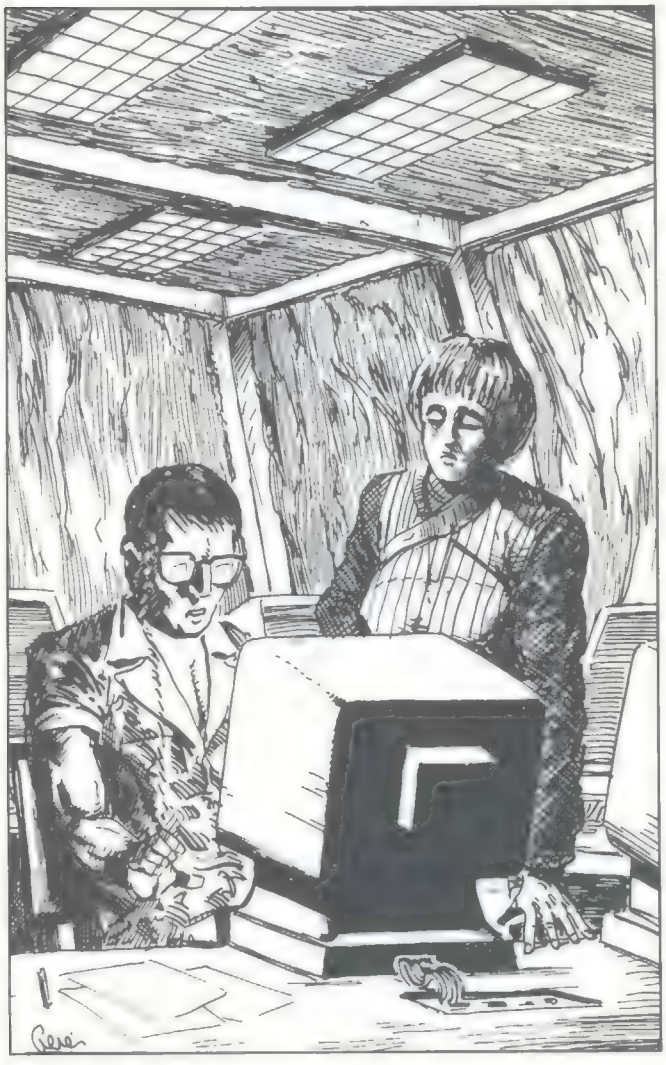
John Kalakaua's Quarters (20)

This spacious but spartanly furnished suite belongs to John Kalakaua, ALOHA's veteran decker. The intense security protecting his quarters includes a Rating 5 voice recognition system, a Rating 4 thumbprint scanner, and a Rating 6 retinal scanner, all of which a prospective visitor must bypass before opening the Rating 7 maglock on the door. Each of these systems is autonomous, with no connection to the central security system.

John's treasured Radio Shack PD-50, the first deck he ever owned, sits in solitary splendor on his desk. Because this deck is obsolete and therefore unusable, it has no statistics.

Lili Kalakaua's Quarters (21)

Eighteen-year-old Lili Kalakaua, John's daughter, lives in this elegantly furnished room, which boasts the same impressive security that protects John's quarters. When the runners



arrive, John and Lili are performing final tests on the AFD in the Special Research Area.

Apprentice Mages' Quarters (22)

ALOHA's four apprentice mages sleep in these two sparsely furnished rooms. When the runners arrive, all four are in the Magic Practice Area learning a lesson in the finer points of conjuring.

Chemists' Quarters (23)

The chemists' quarters are tastefully but sparsely decorated, each with a trideo screen and trideo games for after-work relaxation. The three chemists perform supporting research and manufacture reagents used by ALOHA's mages.

Adept Guards' Quarters (24)

The two physical adepts who guard the doors to Naheka's study sleep in this nearly bare room.

Conference Room (25)

This room is where ALOHA plans its kidnappings, assassinations, and other terrorist attacks. Trideo and computer display screens line the walls, and terminals installed at each seat around the central oak table allow access to the HQ's main computer system. The room is protected by a Rating 5 maglock on each door when not in use. When in use, Peter Wong activates and monitors the room's hidden security cameras, and four guards stand at each entrance to protect the room's occupants.

Computer Room (26)

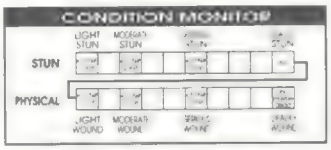
This large room is the HQ's central telecommunications port, from which Wong and Chan transmit messages to ALOHA members throughout the islands and elsewhere. All doors into this room, except for the one leading to the Special Research Area, have Rating 6 maglocks. The remaining door has a Rating 7 maglock. The computer room houses ALOHA's central computer and peripheral systems, as well as three Fuchi Cyber-6 decks with Response Increase 2.

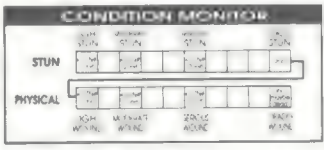
Often, ALOHA's deckers perform Matrix datasteals from this location. One of them, a young man named Jan, is doing so as the runners arrive, surfing the systems at Awalani Airport. A second decker, Kira, stands ready to jack her colleague out if he finds trouble. A third decker, Flash, is jacked into ALOHA's central computer system, gathering and analyzing data from the security cameras monitoring the Special Research Area, the Chemistry Lab and the Magic Practice Area. If the runners bring trouble to this room, Kira reacts first, capping off a couple of rounds before fleeing. Flash will spot any unusual activity through the room's security cameras and alert the guards. Note that all three junior deckers have the same statistics, given below. All of them also have passcards for the Computer Room and Special Research Area.

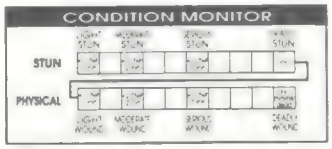
Deckers (3)

B	Q	S	C	I	W	E	R
3	4	2	3	5	3	5.8	4

Initiative: 4 + 1D6 (8 + 3D6 in the Matrix)
Threat/Professional Rating: 3/3
Cyberware: Datajack
Skills: Computer 6, Computer (B/R) 6, Electronics 5, Firearms 3, Unarmed Combat 3
Gear: Colt American L36 [Light Pistol, 11 (clip), SA, 6L], Fuchi Cyber-6, Wrist Radio/Telephone



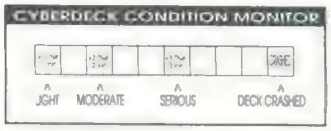


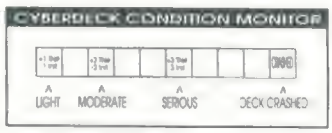


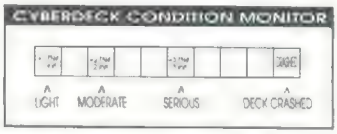
Fuchi Cyber-VI

MPCP	Hardening	Active	Memory	Storage	Load	Speed	VO
8	4	100	500	50		40	

Persona: Bod 7, Evasion 5, Masking 6, Sensors 6
Programs: Attack 5, Browse 6, Decrypt 4, Medic 3, Mirrors 5, Sleaze 5
Notes: Response Increase (1)







Special Research Area (27)

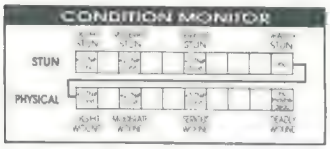
This large area is monitored by security cameras and protected by a Rating 7 maglock on the door. The room houses a computer terminal connected to ALOHA's main system, as well as an autonomous research computer that contains complete details on the AFD project. One AFD prototype is in this room, attached to a brand-new Fuchi Cyber-7 deck.

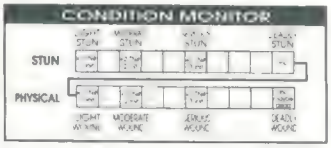
When the runners arrive, Lili Kalakaua is jacked into the Fuchi Cyber-7, testing the AFD while John Kalakaua, Wong, and Chan look on. The AFD is virtually ready for mass production.

Peter Wong/Peter Chan

B	Q	S	C	I	W	E	R
3	5	2	3	5	4	5.8	5

Initiative: 5 + 1D6
Threat/Professional Rating: 2/2
Cyberware: Datajack
Skills: Accounting 5, Computer 6, Computer (B/R) 5, Computer Theory 6, Electronics 5, Electronics (B/R) 5, Etiquette (Matrix) 6, Unarmed Combat 5
Gear: Passcard for Computer Room and Special Research Area



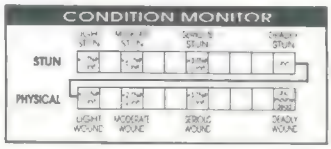


John Kalakaua

B	Q	S	C	I	W	E	R
4	4	3	2	5	5	5.8	4

Initiative: 4 + 1D6
Threat/Professional Rating: 4/4
Cyberware: Datajack
Skills: Athletics 5, Computer 7, Computer Theory 8, Etiquette (Matrix) 5, Firearms 4, Unarmed Combat 4

Gear: Fichetti Security 500 [Light Pistol, 12 (clip), SA, 6L], Passcard for Computer Room and Special Research Area

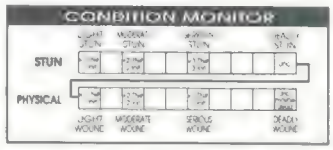


Lili Kalakaua

B	Q	S	C	I	W	E	R
3	5	4	5	6	6	5.8	5

Initiative: 5 + 1D6 (9 + 3D6 in the Matrix)
Threat/Professional Rating: 5/4
Cyberware: Datajack
Skills: Climbing 5, Computer 8, Computer Theory 8, Etiquette (Matrix) 5, Firearms 5, Unarmed Combat 5
Gear: Fichetti Security 500 [Light Pistol, 12 (clip), SA, 6L], Fuchi Cyber-7, Passcard for Computer Room and Special Research Area

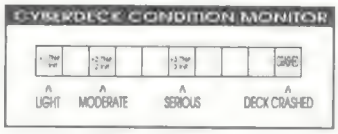
A child prodigy, Lili was raised in the decking trade, and has spent virtually her entire life in Waimea Canyon being groomed as a super-decker.

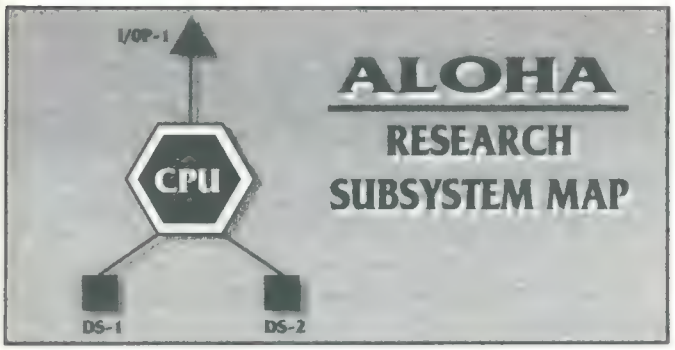


Fuchi Cyber-VII

MPCP	Hardening	Active Memory	Storage	Load Speed	VO
10	4	200	2,000	50	40

Persona: Bod 7, Evasion 8, Masking 8, Sensors 7
Programs: Armor 4, Attack 7, Browse 6, Deception 4, Mirrors 5, Restore 5, Sleaze 5, Slow 6
Notes: Response Increase (2), AFD





ALOHA Research Subsystem Map
CPU = Central Processing Unit
DS = Datastore
I/OP = Input/Output Port

CPU: Red-5, Access 6, Barrier 6.
I/OP–1: Orange-4, Access 5, Barrier 5, Blaster 5.
DS-1: This datastore contains design specs for the AFD. Red-5, Access 6, Black-6.
DS-2: This datastore contains results of the ongoing evaluation of the AFD. Red-5, Access 6, Black-6.

Chem Lab (28)

This lab is equipped with an autonomous, dedicated, chemical-analysis computer as well as a terminal connected to the HQ's central system. The room is monitored by security cameras, currently being watched by the decker named Flash. The door has a Rating 5 maglock.

When the runners arrive, ALOHA's three resident chemists are working in the lab. For their statistics, use the Dwarf Technician contact, p. 206, **SRII**, adding Chemistry 6 Skill.

Magic Practice Area (29)

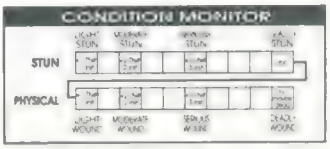
This space is designed to allow ALOHA's senior mages to conduct experiments and instruct the apprentice mages in the magical arts. When the players arrive, ALOHA's most experienced mage, Cassidy Kane, is lecturing the four apprentices on the art of conjuring.

The room is heavily insulated with gym mats to provide extra protection for training and against accidents, as well as holographic displays and trideo screens to assist in teaching. Hidden cameras monitor all activity, and a computer terminal connects to ALOHA's central system. Security in this area matches that in the Computer Room.

Cassidy Kane

B	Q	S	C	I	W	E	M	R
3	3	3	3	6	4	3	3 (5)	4

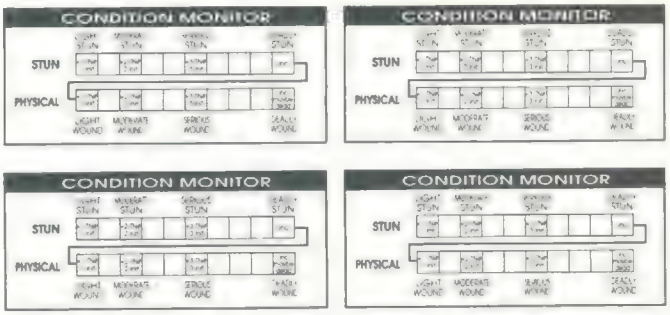
Initiative: 4 + 1D6
Threat/Professional Rating: 5/3
Skills: Climbing 3, Conjuring 6, Magical Theory 6, Negotiation 4, Sorcery 6
Gear: Power Focus 2, Passcard to her personal quarters
Spells: Acid Stream 6, Analyze Magic 5, Chaos 5, Cure D Disease 6, Flamethrower 5, Heal 6, Increase Reflexes +1, Mana Barrier 6, Mana Bolt 4, Mask 6, Mind Probe 3, Power Dart 6, Stunball 5



Apprentice Mages (4)

B	Q	S	C	I	W	E	M	R
3	4	2	3	6	4	6	6	5

Initiative: 5 + 1D6
Threat/Professional Rating: 3/3
Skills: Climbing 4, Conjuring 5, Firearms 4, Magical Theory 5, Sorcery 5
Spells: Analyze Magic 3, Chaos 5, Heal 4, Mana Barrier 5, Mana Bolt 4, Power Dart 4



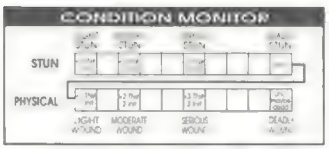
Hermetic Library (30)

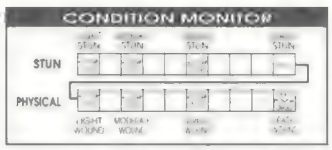
An interesting mixture of ancient and modern, the library contains tall shelves full of printed books standing next to optical-chip readers and CD-ROM players. This library actually combines two libraries, one with Conjuring Rating 6, the other with Magical Theory Rating 6. Three senior mages—Walker, Apapane, and Akialoa—are conducting research in the library when the runners arrive.

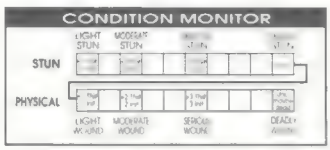
Senior Mages (3)

B	Q	S	C	I	W	E	M	R
3	4	3	4	6	5	6	6	5

Initiative: 5 + 1D6
Threat/Professional Rating: 4/3
Skills: Climbing 4, Conjuring 5, Magical Theory 6, Negotiation 4, Sorcery 6
Spells: Acid Stream 6, Analyze Magic 5, Chaos 5, Cure D Disease 6, Flamethrower 5, Heal 6, Increase Reflexes +1, Mana Barrier 6, Mana Bolt 4, Mask 6, Mind Probe 3, Power Dart 6, Stunball 5
Gear: Passcards to personal quarters







Senior Mages' Quarters (31) – (34)

These comfortable living quarters belong to Walker, Cassidy, Akialoa, and Apapane. Each room contains a bed and desk, plush carpet, and a table-top computer. The door to each room is secured by a Rating 6 maglock.

Akialoa's Den (34A)

This spacious den is one of the benefits that Akialoa enjoys as the leader of the ALOHA mages. Entertainment paraphernalia, including two huge trid screens, clutters up this area.

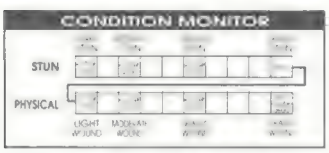
Double Doors (35)

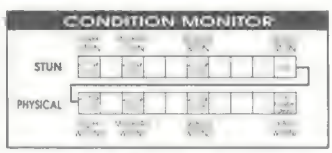
These ornate, brass double doors lead into Naheka's immense private lair. Each door bears the symbol of a feathered serpent. Two physical adepts stand guard in front of these doors and remain at their posts no matter what happens elsewhere in the HQ.

Physical Adepts (2)

B	Q	S	C	I	W	E	M	R
5	5	5	3	3	3	6	6	4

Initiative: 4 + 2D6
Threat/Professional Rating: 4/4
Skills: Armed Combat 5, Athletics 6, Firearms 6, Unarmed Combat 8
Gear: Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/1 extra clip], Katana [8M]
Adept Powers: Killing Hands [5S]





Naheka's Lair (36)

The serpent's lair consists of a huge, barren cavern where Naheka rests when in his true form, and a well-furnished suite where he lives when in human form. The cavern is magically masked to resemble part of the mountainside, and is also protected by a Force 5 mana barrier. For game purposes, treat the mountainside illusion as a mask spell (p. 156, **SRII**). The mana barrier is an anchored spell set to open when it detects Naheka's presence (see p. 47, **Grimoire II**), and is maintained by a bound, Force 4 earth elemental.

The cavern opens directly into the furnished suite, which is carpeted and contains such state-of-the-art entertainment equipment as two large trideo screens and several pairs of simsense goggles. It contains no bed, however, because Naheka always sleeps in serpent form in the cavern. Lili often visits and uses the equipment; in fact, Naheka installed it more for her benefit than his own. The suite houses two computer terminals, one connected to the central system. The other is Naheka's personal computer, an autonomous system unconnected to the Matrix. Two AFD prototypes lie next to this computer terminal.

Hidden among shelves full of trideo chips in colorful packages is a back-up disk containing all the AFD data as well as information relating to other security projects. If the runners open the packages, they can easily distinguish the back-up chips from the trideo chips. To distinguish the AFD paydata from the other project back-ups, however, the team decker must upload them to Naheka's personal computer and must fake or bypass all passcodes. To find the correct chip, one runner must make an Intelligence (8) Test. Divide the Base Time of 20 minutes for the search by the number of successes achieved. The final result is the amount of time it takes the team to find the disk. Alternatively, the runners can try persuading (or forcing) Lili to tell them where to find the back-up chip. If they succeed in this effort, she tells them to look in a chip carrier named "Honeydew." Though all the deckers and computer people know the back-up exists, only Lili knows exactly where it is. The AFD data on the optical chip is protected by the equivalent of Red-5, Access 6, and Scramble 7 IC. Once the runners believe they have found the right chip, go to **Enter the Dragon**, p. 49.

AFD GAME STATISTICS

As described in the **Plot Synopsis** (p. 8), the AFD protects a decker from physical damage inflicted by black IC. If attacked while jacked in, the decker still believes that he is suffering physical damage, but is actually suffering mental damage. In game terms, the AFD dumps the decker from the system as soon as the damage reaches a Serious level. The decker ends up with a bad scare and maybe a nasty case of dump shock, but no more.

The AFD is a delicate device. The first time it pulls a decker's fat out of the fire, the gamemaster makes a Success Test against a Target Number 4, using 3 dice. If he achieves no successes, the AFD's circuits overheat after it saves the decker, reducing the fragile components to slag. If the gamemaster achieves any successes, add 2 to the target number for each subsequent time that the AFD dumps a decker to save his skin. Odds are that an AFD will only work a couple of times before melting down.

DEBUGGING

The players have multiple opportunities during this scenario to discover where ALOHA is keeping the AFD files and prototypes. If they are having trouble finding them, the gamemaster can nudge the runners in the right direction. If the players simply cannot seem to find the AFD or the files, the adventure is over. Go to **Picking Up the Pieces**, p. 50.

ENTER THE DRAGON

TELL IT TO THEM STRAIGHT

Flush with victory and in possession of the paydata, you alert the rest of the team to get ready to beat feet out of this fraggin' place.

A sudden, incredible gale stops you in mid-dash, nearly knocking you off your feet. A huge, feathered serpent, almost 30 meters long, lands in the cavern and bellows at you. You stand stock-still, mesmerized by the terrifying sight of the rows upon rows of swordlike teeth that fill its gaping mouth.

Suddenly, the brilliant-colored serpent whips its head away from you to look behind it. Following its gaze, you see a helicopter—*your* helicopter, with Daniel at its controls—flying through a spot that was sheer rock a second ago. Before you can take advantage of the dragon's momentary distraction, it glares at you once more. Seems you interest it a lot more than the chopper does, chummer. . .

HOOKS

Keep this encounter fast and furious. When in doubt, wing it rather than stopping play to look up answers in a rulebook. The runners can only survive through fast action or fast talk, so keep the tension high.

BEHIND THE SCENES

Daniel spotted Naheka as the serpent returned to his lair, tailed him in the copter and cast a spell to punch through the mana barrier. Assume that the barrier collapses; Naheka designed it to conceal rather than to stand up to assault.

Unless they surrender outright, the player characters have three options: fight Naheka, hold on to the AFD and run, or negotiate with Naheka.

If the runners decide to fight Naheka, let them have it. Naheka is furious at being robbed and will likely kill them. (Hey, chummer, anyone stupid enough to fight an angry dracoform deserves what he gets.) If the fight goes badly for the runners, Daniel takes off in the helicopter. If the runners manage to jump aboard, good for them, but Daniel refuses to risk himself to bail them out of trouble they could have avoided.

Running is a better choice, but not by much. If the runners try to retrace their path through the ALOHA complex, they must fight their way through its entire security force. Assuming they pull off this feat, they find Naheka waiting for them outside the HQ. If they make it this far, their best bet is to dodge the serpent and leap for the helicopter. To make this evasion attempt, each player must make three consecutive Athletics (6) or Quickness (8) Tests. Each attempt is considered a Complex Action. If all three tests are successful, the runner manages to grab onto the helicopter. To pull himself inside the copter through the door Daniel left open, the runner must achieve 2 or more successes on either a Strength (6) Test or an Athletics (4) Test. Like the earlier tests, this Strength or Athletics Test is a Complex Action.

Initially, Naheka ignores the helicopter and concentrates on killing the runners on the cavern floor. Once all the runners have either reached the copter or died, Daniel takes off with Naheka in hot pursuit. Conduct combat between the copter and Naheka according to standard vehicle combat rules (p. 104, **SRII**).

Negotiating with the feathered serpent represents the runners' best choice. Naheka gladly cuts a deal, as long as he profits from it. His interest in the AFD is strictly monetary; he sees the device as an excellent way to fund ALOHA's ongoing operations. Knowing that ALOHA cannot market the product itself, Naheka shows interest in establishing a joint venture with MFI to bring the AFD to market—for a healthy percentage of the revenue, of course.

Initially, Naheka demands 50 percent of the AFD's net sales. If the runners feel like dickering, have them and the serpent make Negotiation Tests. Reduce Naheka's cut by 1 percent for each net success the runners achieve, and increase it by 1 percent for each net success the serpent achieves. Naheka refuses to cut the runners in on his action, so if they want something out of this deal, they'll have to work it out with Mary Falls.

Unless the runners are total drekheads, they will guarantee their own survival as part of the deal. Naheka agrees to let them go, on the condition that they never reveal *anything* they have learned about ALOHA. He warns them that if they talk, no place in the world can hide them from his vengeance. (In fact, Naheka cares little about the runners. He already began his plans to move operations from the Waimea Canyon site, so if the team tips off the authorities, all the local cops will find is a pair of deserted caves.)

After reaching an agreement with the runners and repossessing his "merchandise," Naheka shapechanges into human form and drafts a letter of agreement to be uploaded to MFI's e-mail address. At this point, the runners are free to leave. Go to **Picking Up the Pieces**, p. 50.

DEBUGGING

Not much to debug in this encounter. The runners either survive or they don't.

PICKING UP THE PIECES

This section provides information the gamemaster can use to wrap up the adventure's loose ends.

AFTER THE ADVENTURE

If the runners reach a dead end in Honolulu and fail to fulfill their mission they can either remain there or raise the funds to fly back to Seattle. The flight back via suborbital costs 2,500 nuyen per ticket. The gamemaster can create an adventure to help them raise capital, using the **Kingdom of Hawai'i** sourcebook section, or a generous gamemaster may allow the runners to keep their certified credsticks, which gives them the funds to buy their way back home.

If the runners fail to either recover the AFD or strike a deal, Naheka sells the AFD to Fuchi for 10 million nuyen. Fuchi makes a short-term killing by flooding the market with AFDs, at the same time developing a new type of black IC tailored to defeat the AFD protection. The new IC takes three months to hit the street. Within a month after that, other corps have reverse-engineered the new IC, making the AFD useless. Pleased by having made a fortune peddling the AFD and a *second* fortune selling a countermeasure (that's good biz), Fuchi cares nothing for the many deckers whose (false) belief that their brand-spanking-new AFD can save their hoops ends up costing them their lives. As part of the deal with Naheka, Fuchi supplies ALOHA with a few dozen AFDs. Though the corp does not inform the serpent of their progress in designing the AFD-defeating IC, Naheka is smart enough to expect just that development and will see to it that his deckers take advantage of the three-months' time lag before the AFD-defeating IC hits the street.

If the runners cut a deal with Naheka, both ALOHA and MFI honor that agreement. Mary Falls pays the runners well for a successful run and sings their praises in both Seattle and Honolulu. Once tales of their successful exploits hit the streets, the runners can expect enough assignments to keep them busy for quite some time. Fuchi and other corps still develop AFD-defeating ice, but it takes four months rather than three to hit the streets. During that time and after, before word of the new ice hits the shadows, MFI rakes in the nuyen peddling AFDs to deckers and wannabes. If the runners play smart and keep quiet about recent events, neither Naheka nor Mary Falls will bother them. If the runners fail to understand that silence is golden, MFI and ALOHA together will track them down and geek them.

If the runners escape Waimea Canyon with the AFD, Daniel gives them the bank passcodes that will allow them to access their hefty fee in exchange for the AFD material. He rushes them to Awalani Airport, and the player characters travel in triumph to Seattle and the waiting Mary Falls. In this scenario, the AFD again hits the streets and sells like hot cakes until the corps put out AFD-defeating ice four months later. Overjoyed at being in sole possession of the AFD and its potential profits, Mary Falls sends the runners a gift. A few weeks after the run, the team decker(s) receive an unmarked shipment of five AFDs, hot off the MFI assembly line.

Of course, Naheka will want revenge against the runners for ruining his plans. Sooner or later, he will track them down, at which point the feathered serpent and his militant Polynesian followers may become the runners' ongoing nemeses.

If the runners kill Naheka (unlikely, but possible), they temporarily cripple ALOHA. The AFD sells wildly until the new-generation IC eliminates its advantage, but the loss of its leader keeps ALOHA too disorganized to think of getting even with the runners. The Great Dragon Ryumyo eventually finds another vassal to head the organization.

AWARDING KARMA

Award team Karma as shown below. The awards reflect the extreme difficulty of this shadowrun.

TEAM KARMA

Avoiding conflict at La Maison D'Indochine	+1
Discovering ALOHA's headquarters in Waimea Canyon	+6
Finding the AFD prototype in research area	+5
Finding the AFD back-ups in Naheka's lair	+8
Cutting a deal with Naheka	+12
Defeating Naheka/escaping from Naheka with the AFD	+20

INDIVIDUAL KARMA

When awarding individual Karma, follow the guidelines given on p. 199, **SRII**, doubling the standard awards for guts and smarts.

LEGWORK

To follow up on or discover clues in this adventure, the player characters need to investigate people, places, and organizations. One of the best ways to get the information they need is through their contacts. This section provides success tables containing information on locations and organizations available to the runners through these sources. The entries appear in the order in which players will likely investigate them.

To find out what a particular contact does or does not know, a player must make a Success Test using Street or Corporate Etiquette against a given target number. The amount of information available from the contact depends on the number of successes the player achieves. Characters who achieve more than one success gain all the information available to all previous levels of success. In **Paradise Lost**, the player characters are operating many miles from home and so can make only limited use of their Seattle contacts. They can, however, develop new contacts in Honolulu.

The gamemaster should try to make the player character's interaction with his contact consist of more than a few abstract die rolls. Play out the meeting in full; contacts are characters with their own lives, points of view, and needs, not simply spigots of information to be turned on and off automatically.

The player character rolls a number of dice equal to his Etiquette Skill to determine what information the contact knows and will impart. Once the number of successes is determined, the gamemaster can roleplay the encounter with the appropriate information level in mind. Tailor the meetings to the personality of specific contacts. Some will prefer a straightforward meet in a specific place, while others will only feel comfortable with elaborate forms of information exchange.

Contacts are generally considered trustworthy, as long as the runners play it safe. A player character should never compromise his contact by later tipping others to his source. Are the contact's ties stronger to his group or to the runner? A good runner never tests those ties by placing his contact in a position where he must choose.

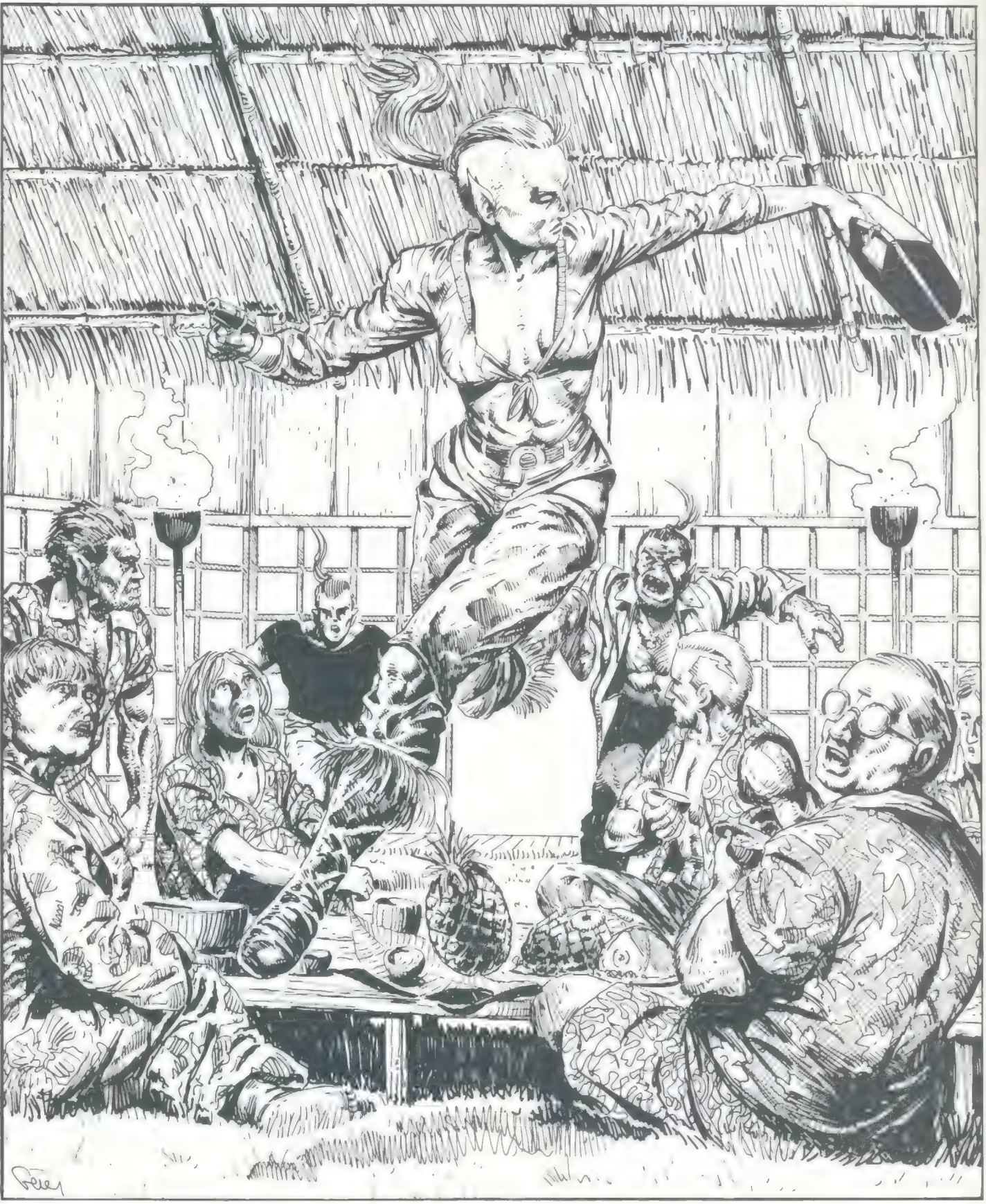
The questions of whether or not the runner has to pay for his contact's services, and how soon the contact may want information or a favor in return, add another dimension to these encounters. Gamemasters who need a base-line value to determine fees for information can use the following formula. Multiply the contact's Skill Rating in his or her most appropriate Etiquette Skill by the number of successes the player rolled in his Etiquette Test. Multiply that total by the sum of the contact's Charisma and Intelligence. Then multiply that final value by 10. The result is in nuyen. Adjust the base result to reflect the actual contact involved. Apply normal Negotiation procedures to determine the final payment for the information.

Runners may also ask their contacts to "check around," "keep their ear to the ground," or generally listen for news. In such a case, the gamemaster makes an appropriate Etiquette Test for the contact at +2 against the target number given in the information table. If the Etiquette Test results in any successes, the contact reports the appropriate information to the runner in 2D6 hours, or at a time determined by the gamemaster. This is an excellent way for gamemasters to ensure that a certain piece of information makes it to the runners. The cost of this service is determined as if the contact initially had access to the information (see above formula).

The gamemaster can add complexity to legwork by acknowledging that contacts are not always available at the convenience of the runners. Arrangements must be made before the actual meeting can take place. When a player character wants to meet with a contact, the gamemaster rolls 2D6, then multiplies the result by 30. The resulting base time is the number of minutes needed to arrange the meeting with the contact. Players may elect to trade off successes from their Etiquette Test to reduce the time it takes to reach the contact, but they risk receiving less helpful information. In this case, the gamemaster can have the player make the character's Etiquette Test at the time he announces his intention to meet with the contact. The player should also decide at that time how many successes he will trade off to reduce the waiting period. The base time value should be kept secret.

DEVELOPING HONOLULU CONTACTS

Apart from those contacts who play major roles in the adventure, such as Daniel Kapaa and Robbie Kurosawa, the runners have no contacts in Honolulu unless they take the time to identify and develop them. For each full evening or its equivalent that a runner spends out on the town, have each runner make a Charisma (10) Test. If the player achieves 1 or more successes, that runner meets an NPC that matches the **SRII** contact that the gamemaster deems appropriate. When improvising encounters with these contacts, the gamemaster should be inventive. The runners might go to a karaoke bar, for example and compliment one of the locals on his singing. After the runners stand him to a few rounds of tropical drinks, they discover that their new friend is a fixer who operates in the Waikiki Beach area. Because these contacts are temporary and superficial, the target numbers given for using them are higher than the standard Target Number 4. Appropriate bribes, however, may reduce this target number. For each bribe of 500 nuyen or more that the runners offer, reduce the target number for Honolulu contacts by 1.



ELECTRONIC LEGWORK

Deckers may also take an active role in acquiring general information. Many electronic information services exist in the era of **Shadowrun**—public, private, and secret—and these contain gigapulses of data comprised of on-line conversations, rumors, stolen and dumped files, and the like. Deckers can create simple programs to search vast databases for key words and related terms, then download the information to their cyberdeck or Matrix-connected personal computer. Gamemasters should assume all deckers have a search program.

Virtually any information available in this section can be found in the Matrix, if one knows where to look and has the time. The base time for such a search is 2D6 hours. The decker makes a Success Test using his or her Etiquette (Matrix) Skill, or defaults to Intelligence on the Skill Web. The target number is given in the information tables below. Hacking Pool dice may not be used to supplement this Success Test. As with conventional legwork, players can trade off Etiquette Test successes to reduce the base time for receiving information. Appropriate contact restrictions do not apply to obtaining information through the Matrix, though the player must indicate what kind of information sources the character is searching. If the character is searching corporate-related databases, corporate contact information is appropriate. If the character is searching a street-level chat-line database, street contact information is appropriate.

A decker is limited in the number of subjects he can research simultaneously, based on his own abilities and the available time. The maximum number of searches that the decker can conduct at any one time is equal to the character's Intelligence divided by 2, rounded up. This base value assumes that the decker does nothing but sit and search, continually adjusting search paths and parameters. If the character wishes to perform other activities, the gamemaster must decide how much time those activities take up and adjust the base value accordingly.

RESEARCHING THE AFD

Note that no electronic or other data exists on the AFD. The Anti-Flatlining Device is an unbelievably well-kept secret, and neither the Matrix nor any contact can give the runners any information about it. The gamemaster should feel free, however, to let the runners burn lots of time looking (should they feel so inclined).

SEATTLE INFORMATION

The runners can find information on the following subjects from their Seattle contacts.

LA MAISON D'INDOCHINE

Appropriate Contacts (Target Number 4)

Any Bartender, Company Man, Corporate Secretary, or Mr. Johnson.

Successes	Results
0	"The Messy Bimbo what?"
1	"Some fancy restaurant in Bellevue. Supposed to be a corp hangout."
2	"They serve French and Vietnamese food. No offense, chummer, but dinner costs more than you probably make in a month."
3	"Tight security, chummer. They got weapon detectors, armed guards, the works. Safe place, though. . .long as you behave yourselves."
4+	"Even the fraggin' musicians have guns, and the place has got grade-A astral security. You want my advice, chummer, leave the heavy hardware at home."

MFI

Appropriate Contacts

Any corporate contact.

Successes	Results
0	"Don't they make music trids?"
1–2	"MFI stands for Mary Falls, Inc. It's a mid-size company based in Seattle; makes processed food."
3+	"Mary Falls herself owns the whole company. I hear they're looking to diversify their business profile."

HONOLULU-BASED INFORMATION

The player characters can obtain information about the following subjects through their Honolulu contacts.

ALOHA

In addition to the information listed in the following Success Table, any information about ALOHA contained in the **Kingdom of Hawai'i** sourcebook section is available at all levels of success. If the runners hook up with Robbie "Kinu" Kurosawa, he can give them the additional information listed below.

Appropriate Contacts (Target Number 8)

Any Honolulu contact.

Successes	Results
0	"Aloha to you too, bruddah."
1	"Crazy terrorist group. Wants to get rid of all corps and foreign influences in Hawai'i. That includes you."
2–3	"Stands for Army for the Liberation Of Hawai'i. They got people working everywhere, bruddah. They ain't as big as they talk, though. Not like they used to be."
4+	"Some psycho mage, calls himself Naheka, he leads ALOHA nowadays. His name means something, but I don't remember what."

Kinu's Information

The ALOHA of 2054 is a shell of the organization that played such a vital role in achieving Hawai'ian independence (see **Kingdom of Hawai'i**, p. 65). About 50 members live at ALOHA's Waimea Canyon headquarters, and 200 or so field operatives are scattered across the islands of Hawai'i and on the mainland. Many of these field agents hold down management jobs in corporations, where they keep a watchful eye open for developments of which ALOHA can take advantage. ALOHA's current, stated goals are to rid Hawai'i of all non-Polynesian influences and to reunite the islands of Polynesia into a single, powerful empire.

ALOHA has plenty of mages and deckers, but most of its members reject the use of massive cybertechnology. Many members have a naturalist bent and regard excessive cyberware as a "perversion" of the body's essence.

2M

Appropriate Contacts (Target Number 9)

Any Company Man, Corporate Secretary, Media Producer, or Mr. Johnson.

Successes	Results
0	"Tu em? Whazzat, Latin or somethin'?"
1	"That's Molokai Microtronics. Mid-size research company."
2	"They do a lot of work on contract for bigger corps. Got labs all over the islands."
3	"The lab locations are so secret that most of their own employees don't even know where they are."
4+	"2M got fragged in a major way a couple of weeks ago. I hear a megacorp nailed 'em."

CAST OF SHADOWS

The following NPCs play principal roles in the story of **Paradise Lost**. Because they will likely appear more than once in the course of the adventure, their statistics and descriptions are grouped together here for convenience. The characters are presented here in order of general importance to the story. Descriptions and statistics for other, minor characters are listed in the particular encounter where the characters appear.

MARY FALLS

Mary was born Ellie Liluokalani, the daughter of two corporate executives, in Honolulu. She was a child prodigy whose innate magical abilities manifested in her eighth year when two go-gang members attempted to abduct her from the Ala Moana shopping center. Hysterical with fear, Ellie instinctively released a vicious mana bolt that fried her two would-be abductors in their boots. The Liluokalanis reported this incident to their corporation, which responded by sequestering Ellie and providing her with magical training in the hopes of raising a devastatingly powerful wage mage. The status of Ellie's parents in the corporation rose with Ellie's achievements, and so they raised no objection to their daughter's unusual upbringing.

Miserable in her restricted, corp-run life, Ellie nonetheless refused to become a corporate tool. After enduring twelve years of forced magical training, she used her well-honed skills to disappear into the night. She boarded the first available suborbital leaving the Hawai'ian Islands, a flight bound for Seattle. In Seattle, Ellie sold her considerable skills to raise money, intending to start her own corporation. When Mary Falls, Inc., a mid-size food manufacturer, went into receivership, Ellie bought the corporation's assets and resurrected the company. In a final break from her past, she officially took the name Mary Falls for herself.

Over the years, Mary Falls has become a strong, confident businesswoman. Because she surrounded herself with talented employees, MFI has done extremely well. As the company's sole owner, Mary has access to corporate assets that include a fleet of limos, several computers, and sizable amounts of credit. One of Mary's few flaws is her paranoid fear of attack from the astral plane, which leads her to avoid using magical foci.

Attributes
- Body: 3
- Quickness: 6
- Strength: 2
- Charisma: 5
- Intelligence: 8
- Willpower: 7
- Essence: 6
- Magic: 8
- Reaction: 7

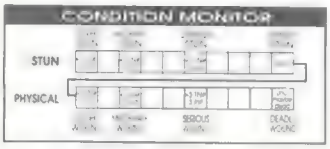
Initiative: 7 + 1D6
Threat/Professional Rating: 6/4
Skills
- Computer: 5
- Conjuring: 7
- Cooking: 3
- Corporate Management: 5
- Economics: 5
- Etiquette (Corporate): 6
- Etiquette (Street): 5
- Firearms: 3
- Interrogation: 4
- Leadership: 6
- Magical Theory: 6
- Marketing: 6
- Negotiation: 7
- Sorcery: 7

Spells

- Combat
  - Fireball: 6
  - Manaball: 6
  - Mana Bolt: 7
- Detection
  - Analyze Magic: 7
  - Detect Enemies: 5
  - Mind Probe: 6
- Health
  - Antidote S Toxin: 4
  - Cure S Disease: 4
  - Increase +1 Attribute
  - Increase +1 Cybered Attribute
  - Treat: 7
- Illusion
  - Improved Invisibility: 5
  - Mask: 6
  - Overstimulation: 5
- Manipulation
  - Armor: 5
  - Barrier: 6
  - Shapechange: 5
  - Vehicle Mask: 6

Gear

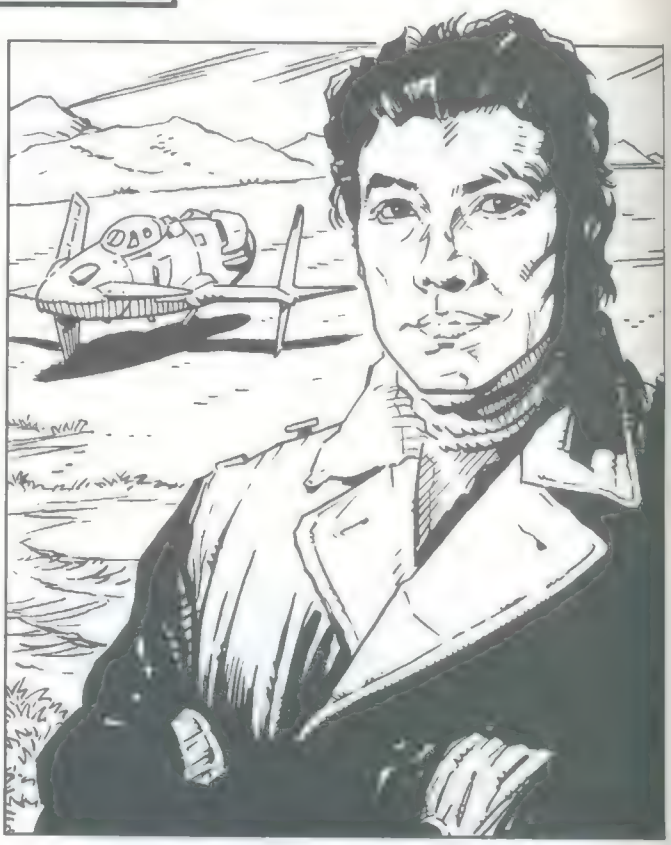
- Ares Predator [Heavy Pistol, 15 (clip), SA, 9M, w/Laser Sight]
- Armor Clothing (3/2)
- DocWagon™ Super-Platinum Contract (see p. 44, **NA Real Life**)
- Wrist Telephone



DANIEL KAPAA

A wiz-kid street mage made good, Daniel Kapaa met Mary Falls when she first arrived in Seattle. When Mary bought Mary Falls, Inc., she hired Daniel as a personal expediter.

Upon agreeing to the AFD joint venture with 2M, Mary sent Daniel to Honolulu to keep an eye on the project. Daniel swiftly established a reputation as a good fixer, and no one suspects his affiliation with MFI because he has done nothing active, only keep watch on the corp's behalf. Daniel prefers to maintain a low profile and offer his help from a distance, but feels enough friendship for Mary to risk accompanying the runners to Waimea Canyon.



Attributes

- Body: 2 (4)
- Quickness: 4
- Strength: 3
- Charisma: 5
- Intelligence: 5
- Willpower: 5
- Essence: 5.6
- Magic: 7 (9)
- Reaction: 4

Initiative: 4 + 1D6

Threat/Professional Rating: 5/4

Grade of Initiation: 3

Skills

- Bike: 3
- Car: 4
- Conjuring: 4
- Equipment Acquisition: 6
- Etiquette (Corporate): 6
- Etiquette (Street): 5
- Firearms: 2
- Magical Theory: 4
- Motorboat: 3
- Negotiation: 6
- Rotorcraft: 3
- Sorcery: 7
- Stealth: 5
- Unarmed Combat: 5
- Winged Planes: 3

Spells

Combat
- Fireball: 6
- Manaball: 5
- Mana Bolt: 8

Detection
- Clairvoyance: 5
- Detect Enemies: 4

Health
- Heal: 5
- Treat: 5

Illusion
- Improved Invisibility: 5
- Physical Mask: 5
- Trid Entertainment: 5
- Vehicle Mask: 6

Manipulation
- Armor: 4

Gear

Armor Jacket (5/3)
HK227 [SMG, 28 (clip), SA/BF/FA, 7M w/2 extra clips, Laser Sight]
Power Focus (2)
Spell Lock (Armor/4 successes, usually deactivated)

ROBBIE "KINU" KUROSAWA

Kinu is one of ALOHA's top espionage operatives. His Japanese last name belies the fact that his ancestry is three-quarters Polynesian Hawai'ian. Over six feet tall with a strong, lean build, Kinu looks like a Hawai'ian god. He spent his youth as a prominent gang leader on the island of Maui, where recruiters for ALOHA and for Mitsuhama approached him. The opportunistic Kinu joined both organizations, but gradually came to believe in ALOHA's cause.

Over the years, Kinu has fed considerable, valuable information to ALOHA's leader, Naheka. When he learned about the AFD mission, Kinu promptly reported that information to his leader and gladly did everything Naheka asked of him. His recent discovery that Naheka apparently intends to let MCT make him a scapegoat for its troubles made him feel betrayed, and though part of him simply wants to escape to a new life, another part would love to even the score with Naheka.

Attributes

Body: 6 (8)
Quickness: 6
Strength: 7
Charisma: 5
Intelligence: 5
Willpower: 3

Essence: 2.7
Reaction: 5 (7)

Initiative: 7 + 2D6

Threat/Professional Rating: 6/4

Skills

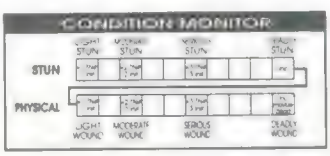
Athletics: 6
Etiquette (Corporate): 3
Etiquette (Street): 5
Firearms: 6
Gunnery: 6
Interrogation: 5
Leadership: 5
Military Theory: 4
Motorboat: 4
Stealth: 5
Unarmed Combat: 7

Cyberware

Cybereyes (appearance normal)
Low-Light
Dermal Plating (2)
Fingertip Compartment
Wired Reflexes (1)

Gear

Monofilament Whip (in Finger Compartment)



NAHEKA

This powerful feathered serpent is a vassal of the Great Dragon Ryumyo, and every action he takes somehow furthers his master's goals. Soon after Hawai'i attained its independence, Ryumyo ordered Naheka to take over the leadership of ALOHA and continue that group's battle for Polynesian sovereignty. With the innate patience of a dracoform, Naheka develops his strategies slowly and carefully. Whenever necessary, of course, Naheka strikes quickly and cleanly. Though Naheka personally does not care who rules Hawai'i, he maintains the pressure on the Hawai'ian government at Ryumyo's bidding.

Attributes

- Body: 12 (8)
- Quickness: 7 x 2 (x 4 when flying)
- Strength: 32
- Charisma: 6
- Intelligence: 6
- Willpower: 8
- Essence: 10
- Magic: 8
- Reaction: 7

Initiative: 7 + 2D6

Attack Code: 12D, +2 Reach

Threat/Professional Rating: 7/4

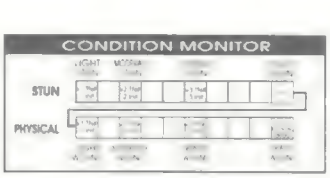
Skills

- Conjuring: 6
- Etiquette (Tribal): 6
- Interrogation: 6
- Leadership: 5
- Magical Theory: 6
- Negotiation: 6
- Psychology: 5
- Sorcery: 8

Spells

- Combat
  - Manablast: 6
  - Sleep: 7
- Detection
  - Analyze Truth: 5
  - Mind Probe: 8
- Illusion
  - Mask: 5
  - Overstimulation: 7
- Manipulation
  - Mana Barrier: 8

Special Abilities: Enhanced Senses [Low-Light Vision, Thermal Sense, Wide-Band Hearing], Hardened Armor



GAMEMASTER INFORMATION

These three sections—**Undercover Identities**, **Security**, and **Matrix System Maps**—provide specific information the gamemaster will need to run this adventure. The first section describes the false identities Mary Falls offers the team. **Security** explains what the characters must do to by-pass the ever-present security measures maintained at all levels of life in the 2050s. The **Matrix System Maps** section provides the system maps of ALOHA and 2M.

UNDERCOVER IDENTITIES

This section contains brief descriptions of the alternate identities that Mary Falls offers the runners at their initial meeting (**La Maison D'Indochine**, p. 12). Each of these profiles covers a broad range of ages and races and can apply to either sex. If necessary, the gamemaster should adapt the profiles to suit the player characters in his group.

RALPH/RITA CARLSON

Age: Between 30 and 40 years old
Marital Status: Married, w/two children
Race: Human or dwarf
Occupation: Ralph/Rita manages an investment fund at Polson Corporation. Most clients are people on pension plans interested in fixed-income investment vehicles.

LAUREN/ROBERT CARLSON

Age: Between 30 and 40 years old
Marital Status: Married to Ralph/Rita Carlson, w/two children
Race: Human or dwarf
Occupation: Lauren/Robert is an assistant fund manager at Polson Corporation, working in the foreign exchange division.

JUAN/JUANITA BEYER

Age: Between 25 and 45 years old
Marital Status: Single
Race: Can be any race, but especially suitable for an ork or a troll.
Occupation: Juan/Juanita works as security chief at Polson Corporation.

COLIN/COLLEEN SCHECKTER

Age: Between 30 and 50 years old
Marital Status: Divorced
Race: Human or elf
Occupation: Colin/Colleen works as Polson Corporation's director of personnel.

HUANG LI-CHEN/ROBERT HUANG

Age: Between 20 and 35 years old
Marital Status: Single
Race: Can be any race
Occupation: Li-Chen/Robert is Polson Corporation's fund manager, specializing in speculative investments.

STEVEN/STEPHANIE HONING

Age: Between 30 and 50 years old
Marital Status: Married, w/three children
Race: Human, elf, or dwarf
Occupation: Steven/Stephanie is the Vice-President of Marketing at Polson Corporation.

WILMA/WILLIAM HONING

Age: Between 30 and 50 years old
Marital Status: Married to Steven/Stephanie, w/three children
Race: Human, elf, or dwarf
Occupation: Wilma/William works as a freelance holographic artist and housewife/househusband.

WESLEY/LESLIE HONING

Age: Between 16 and 25 years old
Marital Status: Single
Race: Same as parent identities given above, though an ork or troll can use this identity as the goblinized child of human parents.
Occupation: Wesley/Leslie is a student, at a level of schooling appropriate to his/her age.

SECURITY

Throughout this adventure, the runners must deal with security devices and weapon detectors. The rules given here for dealing with such devices are paraphrased from the **Neo-Anarchists' Guide to Real Life** and are intended to help the gamemaster realistically depict the fine art of breaking and entering in the 21st century.

WEAPON DETECTORS

In the course of **Paradise Lost**, the player characters must cope with the two types of weapon detectors described below: magnetic-anomaly detectors (MAD) and chemical-detection systems (chem-sniffers).

Magnetic-Anomaly Detectors

A magnetic-anomaly detector has a Rating from 1 to 9. To determine whether or not the system detects a weapon, the gamemaster makes a test using a number of dice equal to the MAD's rating, against a target number equal to the Concealability of the weapon in question. If the gamemaster achieves 1 or more successes, the MAD triggers an alarm.

A standard MAD has a Concealability Rating 5, but its Concealability can be upgraded. To determine whether or not a character spots a MAD before walking through it, roll a number of dice equal to the character's Perception against a target number equal to the MAD's Concealability Rating. If the character achieves 1 or more successes, he spots the detector.

Chemical-Detection Systems

Chemical-detection systems detect explosive charges or ammunition propellant and have ratings from 1 to 8. To determine if the chem-sniffer detects explosives or ammunition propellant, the gamemaster rolls a number of dice equal to the sniffer's rating against a Base Target Number 10. Modify the target number according to the total amount of explosive or ammunition carried, per the Chemical-Detection Modifiers Table below. These modifiers are cumulative. As with a MAD, even one success means that the sniffer detects the explosive or ammunition.

Chem-sniffers also have a Concealability Rating. The base Concealability Rating for built-in chem-sniffers is 4, which can be raised to a maximum of 8. To determine whether or not a character spots a chem sniffer, have that character make the same dice roll as described for MAD, above.

CHEMICAL-DETECTION MODIFIERS TABLE

Situation	Modifier
For each 8 standard rounds or portion thereof	–1
For each 6 explosive rounds or portion thereof	–1
For each 1 concussion or fragmentation hand grenade	–1
For each 2 smoke or flash grenades	–1
For each 3 mini-grenades (any type)	–1
For each 30 grams of standard (non-plastique) explosive	–1
For each 100 grams of plastique	–1

OTHER SECURITY SYSTEMS

In addition to weapon detectors, the runners must also contend with various scanners and alarm systems. To defeat keypads and cardreaders, a character must either have the appropriate passcode or passcard, or must rewire the device's internal electronics. This process requires the character to remove the casing and then tamper with the circuits. To remove the casing requires a successful Electronics (B/R) Test against a target number equal to the rating of a keypad or twice the rating of a cardreader. The task requires a base time of 60 seconds, and any successes beyond 1 success can be used to reduce the base time per standard rules (see p. 68, **SRII**). If the keypad or cardreader has an anti-tamper system, add that system's rating to the target number of the Electronics (B/R) Test.

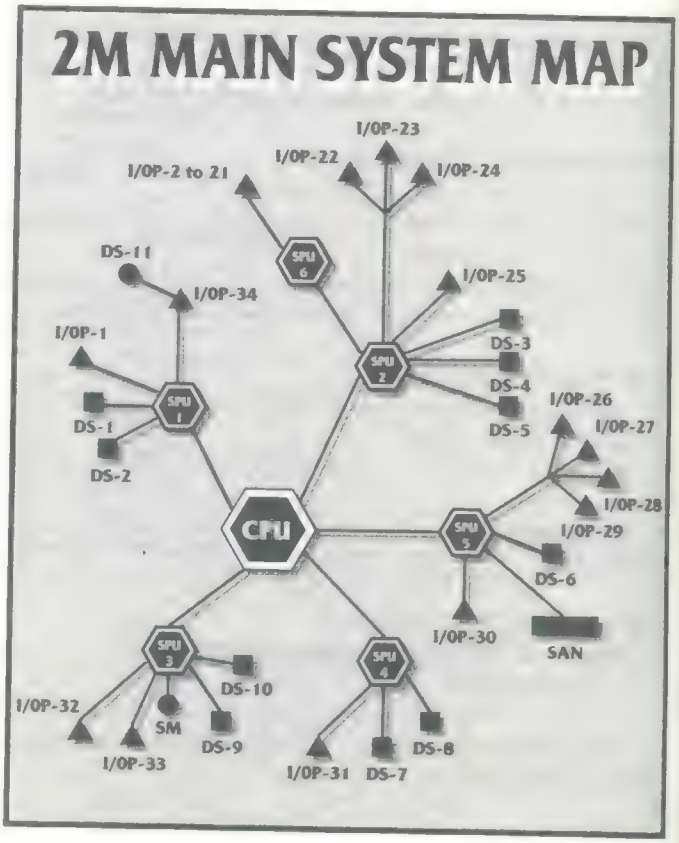
Once the character breaches the case, he must tamper directly with the circuits. Resolve the character's success or failure using a standard Electronics Test against the system's rating, plus 2. The base time for the task, minimum number of successes necessary, and use of additional successes to reduce the base time are the same as those for the Electronics (B/R) Test described above.

MATRIX SYSTEM MAPS

At various times in the adventure, the team decker may try to deck into either 2M's or ALOHA's main computer system. Unless the decker is physically on the premises of the buildings in which these systems are located, he or she must cross a SAN with a Green-4 security rating to get to the LTG. Unless the decker knows the LTG number of the target system, he or she must find the number using the standard rules (p. 165, **SRII**).

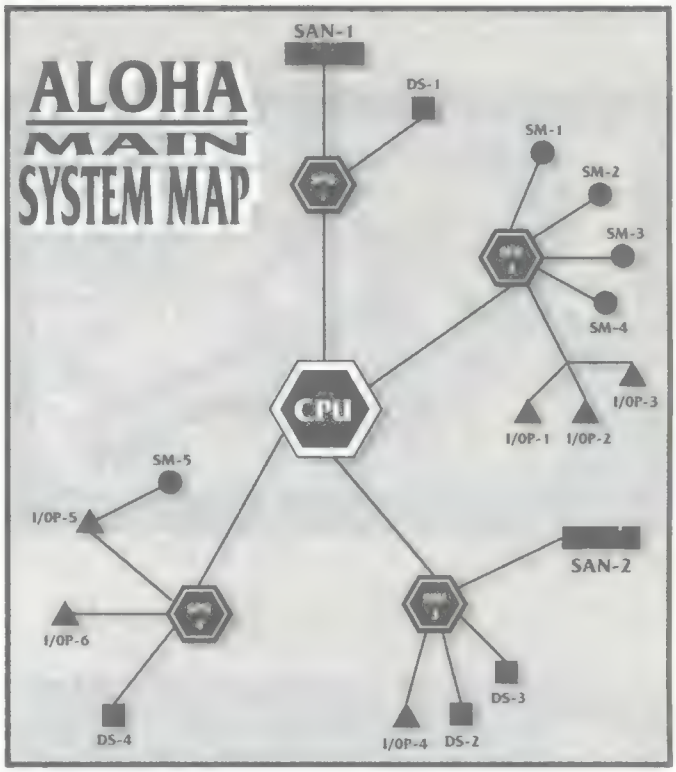
MATRIX SYSTEM MAP KEY

CPU = Central Processing Unit
SPU = Subprocessor Unit
DS = Datastore
SAN = System Access Node
I/OP = Input/Output Port
SM = Slave Module



2M MAIN SYSTEM

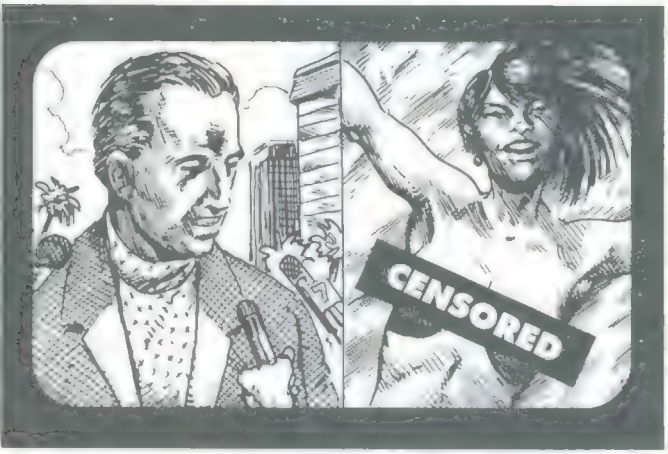
SAN: Orange-4, Access 4, Trace and Report 4.
CPU: Red-5, Trace and Report 6, Black-5.
SPU-1: Accounting subprocessor. Orange-5, Access 6, Trace and Dump 5.
I/OP-1: President's computer terminal. Orange-5, Access 6, Blaster 6.
I/OP-34: VP's terminal, Accounting. Red-4, Access 6, Trace and Burn 5.
DS-1: Financial records. Red-5, Access 6, Barrier 7, Trace and Burn 4.
DS-2: Monetary accounts. Red-6, Access 7, Black-5.
DS-11: President's diary. Orange-6, Access 5, Barrier 5, Trace and Report 5.
SPU-2: Client accounts subprocessor. Orange-5, Access 6, Trace and Dump 5.
I/OP-22 to 24: Account supervisors' terminals. Orange-5, Access 6, Killer 5.
I/OP-25: VP's terminal, Accounts Management. Orange-6. Access 6. Trace and Burn 5.
DS-3 to 5: Account data, mainly correspondence with clients. Orange-4, Access 5, Trace and Report 5.
SPU-3: Marketing subprocessor. Orange-4, Access 5, Trace and Report 5.
I/OP-32: VP's terminal, Marketing. Green-5, Access 4, Trace and Dump 4.
I/OP-33: Boardroom terminal. Green-5, Access 5.
DS-9 and 10: Marketing lists and proposals. Orange-5, Access 5, Barrier 5, Trace and Report 5.
SM: Boardroom display screens. Orange-4.
SPU-4: Personnel subprocessor. Orange-5, Access 5, Trace and Dump 5.
I/OP-31: VP's terminal, Personnel. Orange-6, Access 6, Trace and Burn 5.
DS-7: Office personnel records. Orange-5, Access 5, Barrier 5.
DS-8: Records on lab personnel and mosquito couriers. Red-5, Access 5, Barrier 6, Trace and Burn 5.
SPU-5: Correspondence subprocessor. Green-5, Access 5.
I/OP-26 to 29: Secretaries' terminals. Green-5, Access 5.
I/OP-30: Reception terminal. Green-5, Access 5.
DS-6: Correspondence. Orange-4, Barrier 4.
SPU-6: Account manager's subprocessor.
I/OP-2 to 21: Junior account managers' terminals. Orange-4, Access 6.



ALOHA MAIN SYSTEM

SAN-1: Normal correspondence. Green-5, Access 5.
SAN-2: Financial correspondence. Orange-6, Access 6, Trace and Burn 6.
CPU: Red-5. Access 7. Black-4.
SPU-1: Correspondence subprocessor. Orange-5, Access 6, Killer 5.
DS-1: Correspondence files. Orange-5, Barrier 5.
SPU-2: Security and building maintenance subprocessor. Red-4, Access 7. Trace and Burn 6.
I/OP-1 through 3: Computer room terminals. Orange-5, Access 6, Blaster 5.
SM-1: Security cameras. Red-4, Barrier 6, Trace and Report 5.
SM-2: Security maglocks and attached devices. Red-5, Access 7, Black-4.
SM-3: Lights. Orange-5, Barrier 5.
SM-4: Heat/air conditioning. Orange-5, Barrier 5.
SPU-3: Accounting and finance subprocessor. Orange-5, Access 6.
I/OP-4: Accountant's terminal. Orange-4, Access 5.
DS-2: Bookkeeping and financial records. Orange-5, Barrier 5, Scramble 5.
DS-3: Cash accounts. Red-5, Access 7, Black-5.
SPU-4: Personnel and miscellaneous subprocessor. Orange-5, Access 6, Trace and Report 6.
I/OP-5: Conference room terminal. Orange-5.
I/OP-6: Special research terminal. Orange-5.
DS-4: Contacts and personnel information. Red-5, Access 7, Barrier 7, Black-5.
SM-5: Conference room display screens. Orange-5.

PLAYER HANDOUT #1



"California Free State Trade Representative Orren Debare will visit Honolulu tomorrow to discuss improved and expanded trade agreements with the Kingdom of Hawai'i. Debare's last visit to the Islands caused a minor scandal when the representative allegedly became involved with Rachel Hong, famous restaurateur and star of adult simsense. Our news at 11:00 includes an in-depth report on the trade talks, and a look at Ms. Hong's latest sim."

"A routine traffic stop in the vicinity of Awalani Airport earlier today appears to have prevented a terrorist attack against the airport. Police stopped the vehicle in question, a rental passenger van, when it ran a stop sign on the access road leading to Awalani's cargo-handling depot. According to official reports, two men leaped from the stopped vehicle, fired several rounds at the police cruiser, and then fled into a nearby industrial park. Inside the van, police found several pieces of luggage packed with the industrial explosive RVX-12. Authorities believe the radical terrorist group ALOHA was behind the attempt."

"Mitsuhama Computer Technologies today denied reports that its military forces are using the waters near Hawai'i for training maneuvers. Yoshi Akimoto of MCT's press liaison office stated that yesterday's story in the *Maui Screamer* datafax was unfounded and 'typical of the irresponsible journalism common to such junkfaxes.'

'A few cargo vessels entering Hawai'ian waters to engage in normal shipping procedures becomes an act of aggression in the minds of foolish people with overactive imaginations,' Mr. Akimoto said. Akimoto declined to say whether or not MCT planned to sue the *Screamer* for libel."

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PLAYER HANDOUT #2

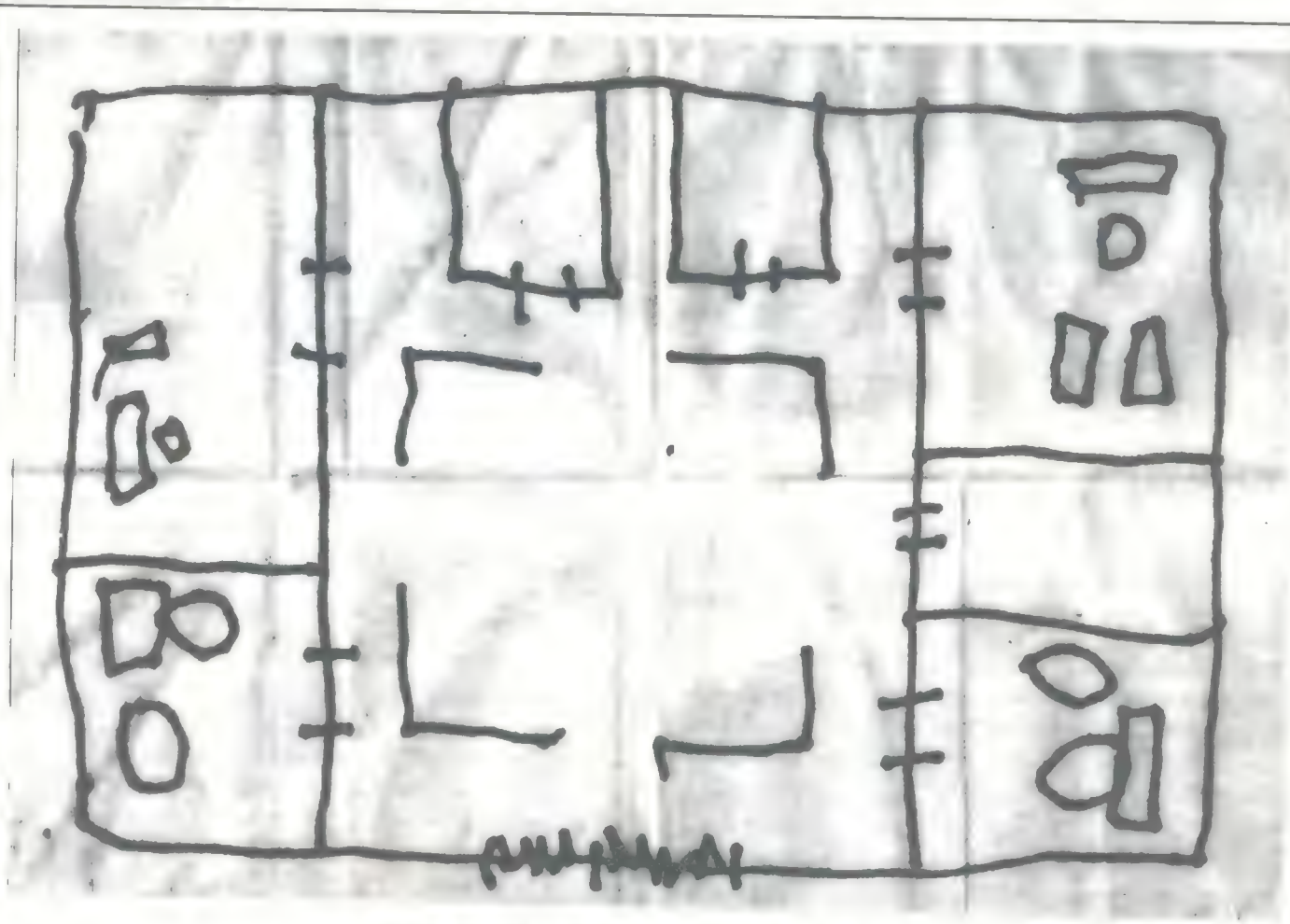
>>>>>[GREETINGS! Your reputation precedes you. Street buzz says you're the best. I can offer you a chance to prove it for top pay. Interested? Meet me at La Maison D'Indochine tomorrow at 20:00.

R.S.V.P. by 12:00 tomorrow, LTG 1206(43-9683) mailbox 001]<<<<<

PLAYER HANDOUT #3

>>>>>[Please dress in suitable attire and ask for the table reserved for Smithson. I will expect you promptly at 20:00.]<<<<<

PLAYER HANDOUT #4



2M HEAD OFFICE

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SEATTLE DATAFAX™
A Service of Renraku Computer Systems
Custom Edition

GENERAL

•Aztlan civil war heats up. Seventy dead in fighting near Culiacán as a result of government weather magic creating a flash flood through rebel positions. REF#AZT0928.

•UCAS Senator Moe Dennelly denies participation in black-magic rituals involving the death of four Kansas teenagers. F.B.I. continues to investigate. REF#DENN029.

•Terrorist attacks against Universal Brotherhood chapter houses continue in North America. Authorities cannot pinpoint the source of this aggression and seem unable to prevent further attacks. REF#UB0292.

FEATURES

•Project Hope brings new life to Seattle's Barrens. A look behind the scenes and an interview with manager Jonathon Tung. REF#PRH002.

•Will Fuchi's new PCD3500 non-linear processor revolutionize data processing? An interview with design-team leader Dr. Anne Devren. REF#FCH10292.

•The 200-foot snake killed near Nashville early this week is only one of dozens of "unique" paranormal animals to appear in recent years. Why is it happening and will it continue? REF#PNA0291.

POLITICAL

SEATTLE—Masked gunmen opened fire last night on a storefront distribution point for the Ork Rights Committee in the Redmond Barrens. Alamos 20,000 is being blamed for the resulting death of six people, one of them a four-year-old boy, though authorities believe the emerging ork-activist leader Preacher (a.k.a. John Picarille) was the intended target. Since his first public appearance at an open Seattle Council meeting two years ago, Preacher has risen to a highly visible national position as a spokesman for the ork and troll underclass. But who is Preacher, and what does he really stand for? REF#PRCH009.

GAMEMASTER'S NOTE: If the players are successful, give them this to read.

FINANCIAL

Mary Falls, Inc. (MFI), a Seattle manufacturer of processed food products, has announced the opening of its new electronics division. Long-time MFI employee Sasha Griczuk will head the new division. Griczuk boasts a degree in economics from WSU, in addition to considerable management experience at MFI. Company president Mary Falls expressed her confidence in the new venture.

"Sasha has been a valuable member of the MFI team for many years, and no one deserves this opportunity more," Falls said.

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FINANCIAL

In a recent downsizing move, Mary Falls, Inc. (MFI), a Seattle manufacturer of processed food products, laid off 20 full-time employees.

"The nature of the processed food market has changed, and we are restructuring to adapt to those changes," said MFI president Mary Falls.

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KINGDOM OF HAWAI'I

FACTS AT A GLANCE

Population: 4,108,229
- Human: 54%
- Elf: 8%
- Dwarf: 4%
- Ork: 22%
- Troll: 11%
- Other: 1%

Per Capita Income: 20,000¥
Population Below Poverty Level: 10%
On Fortune's Active Traders List: 7%
Persons of Corporate Affiliation: 64%
Education:
- High School Equivalency: 30%
- College Equivalency: 24%
- Advanced Studies Certificates: 11%

Regional Telecom Grid Access: PA/HI

>>>>>[Before we get too far along, I'd like to make an important point. Throughout this upload, the Kingdom's name is spelled *Hawai'i*. Most people in UCAS are used to seeing it spelled the old way, without the apostrophe, and think Hawai'i looks strange. Predictably, the spelling of the island chain's name and its pronunciation got simplified for American consumption when the Kingdom was still a state. Upon secession, the Kingdom of Hawai'i reclaimed the correct spelling—*with* apostrophe—and the correct pronunciation. Hawai'i is pronounced *ha-VEYE-ee*, with a noticeable glottal stop before the final syllable (set off by the apostrophe). The easiest way to slot off a *kama'aina* (native Hawai'ian: literally, "land child"), is to mispronounce the name of his country or write it without the apostrophe. You have been warned.]<<<<<

—Holly (15:16:29/12-1-54)

CLIMATE

Now, as always, most people consider the Hawai'ian climate to be the closest thing to paradise on earth. During the winter months, daily temperatures climb as high as 27 degrees Celsius, and nighttime temperatures rarely drop below 18 degrees. In the summer, daily temperatures average around 30 degrees Celsius, with nighttime temperatures dropping to 22 degrees. Thirty-five degrees Celsius remains the highest temperature recorded in the kingdom, and 11 degrees, the lowest.

>>>>>[Don't laugh, chummer. I was in Honolulu when it hit 11 degrees, back in 2050. The whole fragging place shut down. Major absenteeism from work because of the "freezing cold." I drek you not.]<<<<<

—Nene (11:45:11/12-13-54)

The average annual rainfall in the Kingdom of Hawai'i is 60 centimeters, but this figure applies largely to the capital city of Honolulu. Certain parts of the island Kingdom, such as Waimea Valley, receive many times this amount of rain. Waialeale, on the island of Kauai, for example, flourishes under an average annual rainfall of 1,128 centimeters. Some of the heaviest precipitation ever recorded, a total of 96.5 centimeters in a 24-hour period, occurred on the slopes of the Kilauea volcano on the "Big Island" of Hawai'i. Most of the kingdom's rainfall occurs during the months of October, November, and December.

>>>>>[According to my research, weather patterns have changed plenty since the 20th century. Might have something to do with the Great Ghost Dance on the mainland. That event certainly seemed to cause the volcanic eruption that buried the town of Wailea on the island of Maui, turning it into the "Pompeii of the Pacific."]<<<<<

—Woppler the Weatherman (21:05:07/12-3-54)

Hurricanes are a serious threat to life in this part of the Pacific, actually striking the Hawai'ian Islands an average of every four years, with many more passing close enough to do damage. Historically, the northernmost islands of Ni'ihau and Kauai suffer most. The island of Oahu nearly always escapes the worst of the tropical storms.

>>>>>[Visitors from Seattle often find it surprising that the length of the day doesn't change much between summer and winter, but that's the tropics for you. In Seattle, people get used to the summer sky staying light until 21:30 or 22:00, if it's not raining. Not so in Hawai'i, chummer. Sun usually goes down around 20:30, every night. No long twilight, either. It's day, then it's night. Short transition.]<<<<<

—Lace (13:36:42/12-1-54)

GETTING THERE

The Kingdom of Hawai'i's major international airport, Awalani ("Sky Harbor"), lies just west of Honolulu on the island of Oahu. Awalani was built over the site of the old Honolulu International Airport and more than half of the land that once belonged to Hickam Air Force Base. Awalani is the only airport in the Kingdom capable of handling suborbital and semiballistic flights. Regularly scheduled flights connect with major cities throughout North America and the Far East. In addition to international flights, local airlines such as Aloha Air and Moku'aina Air run regular commuter flights from Oahu to the so-called "outer islands" using Federated-Boeing Commuters and Cessna C750s, or even Hughes Aerospace Airstar rotorcraft for those willing to pay a premium. Lio Lawe Ukana ("Pack Horse") Air Transport handles most cargo shipping between the islands in its Luftschiffbau Zeppelin LZ-2049 SHAPELY airships.

>>>>>[Best way to move your fire-engine-red Ferrari 308 Mondiale from island to island. . .]<<<<<

—Magnum (23:49:05/12-6-54)

Most of the other Hawai'ian Islands maintain small airport facilities, with the exceptions of Ni'ihau and Kaho'olawe. The island of Kauai has a single airport, near the city of Hanamaulu. Molokai's airport is located just outside the town of Hoolehua, and the island of Lanai has a limited-facility airstrip near Lanai City. The island of Maui boasts three airports: a major facility at Kahului, a smaller site at Mahana, and a bare-bones facility at Hana. The Big Island of Hawai'i also has three sites, the largest at Hilo and two smaller airfields near Ke-Ahole and Kamuela. In addition to air links, hydrofoil passenger ferries and conventional-hull cargo ferries also move goods and people between the islands.

>>>>>[Kaho'olawe is off-limits, and for fragging good reason. The Royal Hawai'ian Armed Forces use it as a testing ground and bombing range, and on any given day or night there's a pretty good chance *somebody*'s going to be out there blowing the drek out of it. Ni'ihau, however, is a different issue. In theory, it serves as a preserve for a small colony of "traditional," aboriginal Hawai'ians who haven't bought into the 19th century, let alone the 21st. Apparently, these people still live in fragging grass huts, living on fish they net and spear. In practice? Well, chummer, explain to me why the Royal Hawai'ian Armed Forces patrols the waters around this "primitive preserve" and sinks or splashes any boat or plane entering the restricted space without even asking for ID. . .]<<<<<

—Bomba (02:28:56/12-15-54)

GEOGRAPHY

The Kingdom of Hawai'i comprises eight sizable islands and numerous islets, which are the peaks of a chain of submerged volcanoes. The chain lies approximately 3,380 kilometers (2,100 miles) southwest of San Francisco, California Free State. From northwest to southeast, the major islands are Ni'ihau, Kaual, Oahu, Molokai, Lanai, Maui, Kaho'olawe and Hawai'i. Oahu is the most populous island and the site of the national capital, Honolulu. Of the Kingdom's 4.1 million residents, 3.2 million live on Oahu, and nearly 3 million Oahu residents live in Honolulu.

The nation's total land area covers 16,706 square kilometers or 6,450 square miles, making it approximately 85 percent of the size of Vermont, UCAS. Most of Hawai'i consists of mountain ranges. The highest point in the Kingdom is the peak of Mauna Kea on Hawai'i, a huge, extinct volcano that rises 4,208 meters (13,796 feet) into the tropical

skies. Many people believed that the volcanic crater of Haleakala ("House of the Sun") on the island of Maui was extinct until the limited eruption of 2017 proved the volcano was merely dormant. Contrary to popular belief, however, the eruption of Haleakala did not coincide with the eruptions in North America caused by the Great Ghost Dance. The Haleakala eruption occurred almost three months later, on November 15. Analysts now believe that the two eruptions were connected, albeit by accident rather than intent. According to recent studies, a magical "echo" of the cataclysmic forces that racked North America during the Great Ghost Dance caused the Haleakala eruption.

HISTORY

According to traditional histories, the Hawai'ian Islands' first inhabitants arrived between the years 300 and 600 A.D. from Polynesian islands such as Tahiti, which lay more than 3,000 kilometers to the south. Captain James Cook of Britain, the first recorded European visitor, arrived in 1778.

Up until the late 18th century, independent chiefs and kings ruled each island in the Hawai'ian chain. In 1790, the chieftain Kamehameha became king of the island of Hawai'i and spent the next twenty years conquering the other islands. From 1810 until his death in 1819, he ruled the entire island chain as King Kamehameha I.

In the year 1820, European missionaries sailed to the islands, intending to "civilize" the so-called "savages." As did other missionaries intent on saving souls according to their own lights, these religious zealots did considerable harm by suppressing and outlawing native Hawai'ian traditions, even going so far as to ban the Hawai'ian language. However, they did considerable good in the areas of public education and public health. One shining example is Father Damien, a Belgian Jesuit who worked with Hawai'ian natives suffering from leprosy. He established a leper colony on Molokai and moved to it when he contracted the dreaded disease in 1873. Father Damien continued to work with his flock until his death in 1889.

The period immediately after the unification of the islands by King Kamehameha I brought prosperity to Hawai'i through agriculture and trade with other cultures. Within a decade of the Europeans' arrival, however, devastating infectious diseases brought by both European and American traders decimated the native population. Working with the missionaries, American planters established sugar plantations in the 1830s, and the planters and their associated interests increasingly dominated the islands' economy and government.

Meanwhile, the islands' native rulers attempted to modernize the kingdom in their own ways. The visionary ruler King Kamehameha III and his chiefs drafted Hawai'i's first constitution and created a legislature, one of whose first acts was to create a public school system. These developments raised an ominous red flag to the mostly American men and women whose fortunes depended on their ability to control every important facet of life on the islands. Perceiving strong rulers as a threat to their interests, they took steps to eliminate them.

ANNEXATION

In 1893, American interests deposed Queen Liliuokalani, aided very effectively by a U.S. Navy officer who placed his gunboat at the disposal of those overthrowing the monarchy. In the following year, Sanford B. Dole, a scion of the influential family that owned most of the islands' pineapple plantations, declared Hawai'i a republic and named himself as its head of state. In 1898, the United States of America annexed the Hawai'ian Islands, formally declaring them U.S. territory in 1900.

During the early 20th century, Hawai'i's importance to U.S. military interests grew by leaps and bounds. Pearl Harbor became America's primary naval and air base in the central Pacific, presenting a tempting target for Japanese forces during World War II. In 1959, the U.S. government declared the Hawai'ian territory the 50th state of the Union. Hawai'i's official motto, *Ua Mau Ke Ea O Ka Aina I Ka Pono* ("The Life of the Land Is Perpetuated in Righteousness"), remains the kingdom's national motto to this day.

BREAKING AWAY

Though residents of the state of Hawai'i enjoyed a relatively high standard of living during these years, many natives could not forget their islands' former independence. The 1990s saw the stirrings of a strong "Hawai'i for Hawai'ians" movement, called *Na Kama'aina* (The Land Children). Members of Na Kama'aina and their sympathizers lobbied for secession from the U.S., calling for the rebirth of Hawai'i as an independent kingdom. To most observers, the increasingly strident lobbyists had little chance of achieving their goal. Hawai'i had become far too important to the U.S. military for the American government to even consider letting the state go. Pearl Harbor, always an important naval base, had become vital by the time of the American pullout from Okinawa and the Philippines in the early 21st century. Additional important strategic facilities included Hickam and Dillingham Air Force Bases, Kaneohe Bay Marine Corps Air Station, Schofield Barracks, and Space City at the Haleakala volcano on Maui. This latter facility had been a major player in the development of the SDI "Star Wars" program in the 1980s, and despite the official phaseout of the Star Wars program during the 1990s, Space City grew considerably larger after the turn of the century. Though the federal and Hawai'ian state governments continued to engage in "meaningful dialogues" with Na Kama'aina throughout the late 20th and early 21st century, few believed that negotiation would end with Hawai'ian independence.

After the Lone Eagle incident in 2009, Hawai'i assumed even greater importance to the United States. Anticipating the coming guerrilla war between the U.S. government and the Native Americans, military planners realized that military sites on potentially disputed territory, particularly high-tech research facilities, were at particular risk. Though Na Kama'aina and several smaller, splinter groups in Hawai'i

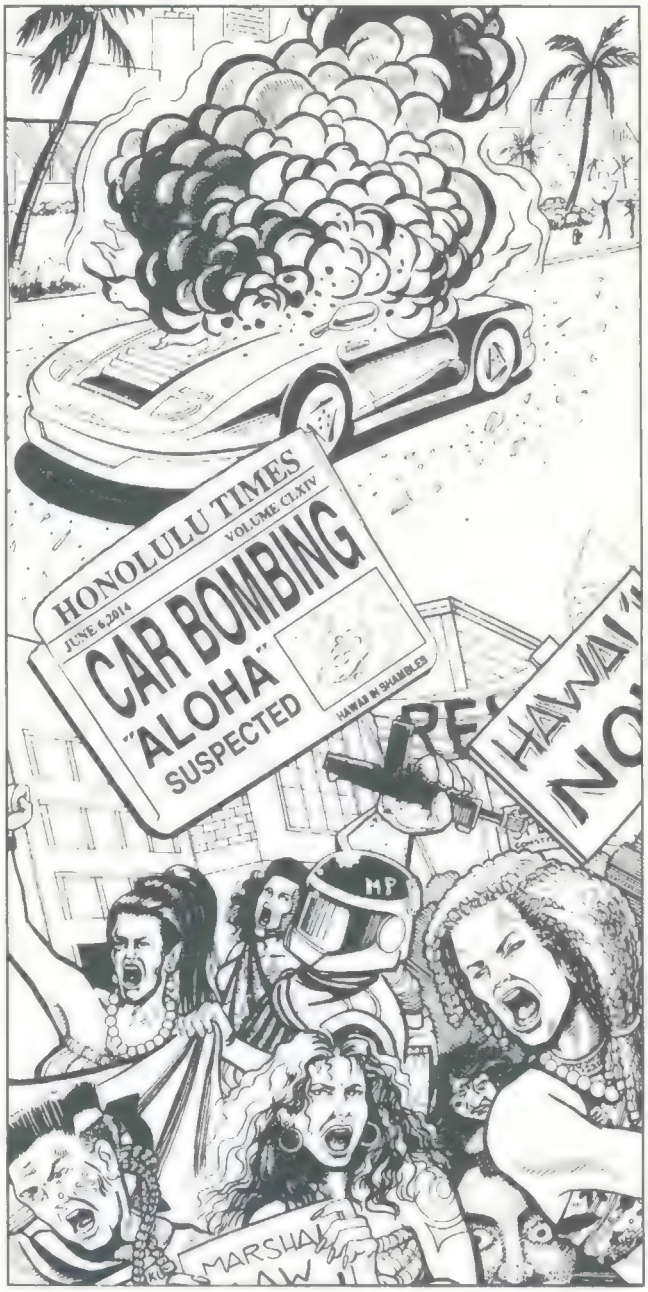
were pressing land claims on behalf of native islanders with as much insistence as any of their Native American counterparts on the mainland, the relatively small percentage of "true" Hawai'ians on the island made the chances of success virtually nonexistent. Taking this fact into account, U.S. military authorities moved several important aerospace research projects, including ongoing investigations into pulse-detonation propulsion for hypersonic spy-planes, to the U.S. naval base at Pearl Harbor. They also relocated other, less savory projects to a military "zero zone" near Kahuku Point on the northern coast of Oahu.

Over the next six years, as the war against the Native Americans escalated, Na Kama'aina and such newly formed splinter factions as the militant ALOHA (Army for the Liberation Of HAwai'i) gained confidence from events in North America and stepped up their activities. Na Kama'aina and most of its fellow moderate factions applied increasing political pressure on the state and federal governments, including a worldwide public-relations campaign. ALOHA and other extremist groups preferred more direct action. Between 2011 and 2013, ALOHA claimed responsibility for two dozen car-bomb attacks against U.S. military installations and government buildings, killing more than 150 so-called "legitimate" targets and almost twice that number of collateral victims. ALOHA's brutality horrified most Hawai'ians, even those most firmly committed to the goal of independence. In 2013 Na Kama'aina engineered a huge PR campaign to distance itself from ALOHA in the world's eyes.

The militants' actions eventually tipped the balance in favor of independence, though not in the way that ALOHA and its fellows might have expected. In 2014, the beleaguered Hawai'ian state government declared martial law and pleaded for aid from Washington. The federal government sent troops from Kaneohe Bay Marine Corps Air Base, organized into what it termed a "Civil Defense Force," to put down the ALOHA-sponsored civil insurrection. Though many of the Civil Defense Force's commanders knew that Na Kama'aina had never engaged in or endorsed ALOHA-style terrorism, the CDF moved with equal brutality against members of both organizations. Government troops made no distinction between bomb-throwers and organizers of letter-writing campaigns, dragging both from their homes and clapping them in prison. Several of these so-called "political criminals" were later "shot while attempting to escape."

>>>>>[The level of brutality and the infringement of individual, constitutional rights seems unbelievable until you recognize its historical context. At the same time that the Civil Defense Force—what a *fine* euphemism—was breaking heads in Hawai'i, the U.S. Army on the mainland was rounding up Amerinds and locking them away in "re-education camps" in the first steps of the genocide campaign. It was a bad time to be a member of or to sympathize with any aboriginal people.]<<<<<

—Holly (15:19:58/12-1-54)



The federal government's brutal repression of legitimate protest under the guise of protecting the civilian population swung popular opinion decisively behind the secessionist movement. Na Kama'aina, ALOHA and the other secessionist groups who had survived the government crackdown went underground and continued to work toward their goals. ALOHA and its fellow extremist groups continued their campaign of violence, though on a much smaller scale. Meanwhile, various researchers within Na Kama'aina, determined to find something they could use for leverage in their efforts, searched through genealogical archives in an attempt to trace the bloodline of King Kamehameha I, the king who had united the Hawai'ian Islands in 1810. Much to their surprise, they succeeded.

>>>>>[*Not* surprising. Look hard enough for something and you'll find it, whether it exists or not.]<<<<<
—Blaze (09:46:08/12-9-54)

The alleged true descendants of the great King Kamehameha I turned out to be the Ho family, a large, spread-out clan whose various members lived on all of Hawai'i's major islands as well as on the U.S. mainland. According to Na Kama'aina's criteria, the rightful *ali'i* (king) and true heir to the Hawai'i throne was Danforth Ho, the 24-year-old owner of a profitable management consulting firm on the island of Maui. Though Danforth Ho owed less than a quarter of his ancestry to the aboriginal Hawai'ians, he sympathized strongly with the secessionist movement, particularly after the federal crackdown on legitimate protest. Despite his sympathies, he could not believe that Hawai'i would achieve independence in his lifetime, and he declined to accept any political entanglements.

During 2015 and 2016, the ideologues of Na Kama'aina managed to convince him otherwise. Judging from Ho's journals dating from this period, he came to accept that Hawai'i must secede before the United States drained the islands of all their wealth and resources to support the government's struggle against the newly forged Native American Nations. Few modern-day analysts accept this argument, but at the time, Ho found it persuasive. Despite his desire to avoid political involvement, Ho took on the sovereignty that Na Kama'aina held out to him. He took his immediate family underground and allowed Na Kama'aina and other secessionists to describe him as the "rightful ruler in exile."

Armed with a symbol around which to rally the people, Na Kama'aina saw its influence grow. ALOHA also expanded its membership and power, and escalated its campaign to full-fledged guerrilla warfare against the Civil Defense Force.

Meanwhile, Washington stepped up its war against Daniel Howling Coyote and the NAN, transferring more and more assets from Hawai'i to the mainland. When the Hawai'ian state government protested, federal officials replied that a quick solution to the "Indian question" would settle affairs in the islands more effectively than a few more units of troops mired in a guerrilla war. By making an example of the NAN, Washington claimed that the U.S. would send an unmistakable message to the secessionists in the islands.

>>>>>[The message? "You're next. . ."]<<<<<
—Sydney (22:10:10/12-15-54)

During 2016, Danforth Ho began to take his position as Ali'i in exile seriously. His management background in labor relations had honed his instinct for brokering alliances, which he used on his new nation's behalf. Apparently without the knowledge of his handlers in Na Kama'aina, Ho began negotiating for funds and support with various corporate interests in the islands.

>>>>>[Danforth Ho set up his strongest connections with Yamatetsu Corporation, connections which still exist today.]<<<<<
—Ringer (23:05:31/12-6-54)

Startled and suspicious when various corporations began, unasked, to provide funding and even military/security assets to the secessionist movement, the leaders of Na Kama'aina apparently considered jettisoning Danforth Ho when they realized that their ali'i in exile had cut deals behind their backs. Only his importance as a symbol kept them from acting against him. Tensions between the Na Kama'aina leadership and Ho escalated throughout the year, with the former trying to keep control of the secessionist movement, and the latter taking his position as ali'i seriously enough to do what he could to help his nation. In early 2017, this conflict rose another notch when the Na Kama'aina leadership realized that Ho had negotiated with the yakuza. To Ho, the Japanese mob's considerable influence among Hawai'i's sizable Japanese population made asking for their cooperation a sensible move. Na Kama'aina leaders considered dealing with the yakuza an unacceptable compromise of their ideals and even made a few abortive attempts to separate themselves from Ho until they realized that the people of the islands were loyal to him.

At 10:30 a.m. Pacific Standard Time on August 17, 2017, the federal government mobilized troops to implement the Resolution Act of 2016, which called for the extermination of all Native Americans. At 10:32 a.m., simultaneous eruptions occurred at Mount Hood, Mount Ranier, Mount St. Helens, and Mount Adams. The government's genocide campaign ground to an abrupt halt. When news of the cataclysm reached Hawai'i, Danforth Ho issued orders to his forces throughout the islands.

Groups of *kahunas* (shamans) engaged the diminished Civil Defense Force, immobilizing rather than eliminating government troops wherever possible. Great Form spirits, many of them free and working toward Hawai'ian independence for personal reasons, reinforced these magically capable "shock troops." Meanwhile, the yakuza mobilized a civilian army to disrupt communications throughout the islands, and private corporate security forces blockaded government facilities. Backed by hundreds of Na Kama'aina members and thousands of civilians, Danforth Ho marched on the capital building next to the Iolani Palace. The mob displaced officials of the state government and installed Danforth Ho as Ali'i. Taking the name of King Kamehameha IV, Ho declared Hawai'ian sovereignty on August 22, 2017.

>>>>>[This account is staggeringly oversimplified. Some strange drek went down in late 2017, of which no official record exists. Many people claim that records of events did exist, but don't anymore. Purged from the net? If so, why? People who lived through Secession Day tell all kinds of weird stories about things like dragons, unnatural storms rolling down over Honolulu from the Punchbowl crater, activity in the Diamond Head and Haleakala craters

on Maui, and something *huge* turning up momentarily near the USS Arizona Memorial in Pearl Harbor. Just what the frag happened in August of 2017?]<<<<<

—McHugh (02:43:54/12-5-54)

HAWAI'I ALONE

The federal government lost little time in reacting to the Kingdom of Hawai'i's declaration of independence. Much of the Pacific fleet had sailed from Pearl Harbor in mid-July, heading for the west coast of North America, presumably to support land-based military units in the government's genocide campaign. When King Kamehameha IV declared Hawai'ian independence, more than half the fleet reversed course and sailed back toward the islands at flank speed.

Military historians still debate what might have happened if the task force had reached the islands. Luckily for the newly independent Kingdom of Hawai'i, a contingent of major corporations led by Yamatetsu was already pressuring Washington to recognize Hawai'i as a sovereign state. Coupled with the realization that the Great Ghost Dance had forever changed America's role on the world stage, this corporate pressure worked on the chastened U.S. government. Washington publicly recognized the sovereignty of Hawai'i, ordering the naval task force to sail into San Diego harbor.

>>>>>[Let me tell you about the task force incident. Anybody know what a "Thor shot" is? Project Thor was based on simple projectiles (jokingly referred to as "smart crowbars") in orbit, each with a retrorocket and a guidance package. To hit something on the ground—or in the ocean, for that matter—send the appropriate commands to a couple dozen Thor projectiles. They kick themselves out of orbit and re-enter at some ungodly speed, while their guidance packages look for an appropriate target such as a main battle tank or an Aegis cruiser and adjust their trajectories to hit it. *Pow*, the target takes a hit from a guided meteorite packing frag knows how many joules of kinetic energy.

I've heard from various sources that the U.S. Navy task force turned around when a salvo of Thor shots landed in the ocean a couple hundred meters off the flagship's bow. The commanders figured the next salvo would land on their decks. It just so happens that in 2017, Ares Macrotechnology (or whatever they called themselves back then) had just taken over the *Freedom* space station, the one they eventually renamed Zurich-Orbital. They were the only interested party with the necessary assets in orbit. See, Ares was one of the megacorps that Danforth Ho had held a few serious meetings with. . .]<<<<<

—Nit (01:21:05/12-19-54)

New Hawai'i

In addition to staring down the United States government and making it blink first, the new Ali'i faced the equally difficult task of tearing down the state government and replacing it with a national government structure that combined elements of monarchy and democracy, without throwing the entire country into chaos in the process. Adding to the difficulty, Kamehameha IV's power struggle with Na Kama'aina had come to a head. Having achieved its goal, the secessionist organization found itself shut out of the new government. Instead of the figurehead that Na Kama'aina initially had expected to produce, Danforth Ho had become a strong and charismatic leader who did not take kindly to orders from anyone. Fortunately, Na Kama'aina chose to bid for power by campaigning for seats in the newly created legislative assembly rather than attempting to replace the king. Over the next two years, the Kingdom of Hawai'i evolved into a constitutional monarchy, whose king retained real but not absolute power. A democratically elected, legislative assembly provided the people with a voice in their government, and wielded power as a counterweight to the monarch.

Events between 2017 and 2019 proved that Na Kama'aina had made the right choice, and virtually handed the secessionists their election platform. In his efforts to shake off the yoke of the U.S., Danforth Ho struck deals with major megacorporations, and the corps expected the new Kingdom of Hawai'i to live up to its side of those agreements. As Ali'i, Ho granted these megacorps significant freedom to do business in the islands as they chose. The Na Kama'aina candidates for the legislature called for the government to curtail the corporations' freedom, and they found more than a few receptive ears for this message. After the first election, King Kamehameha IV suddenly faced a strong faction within his own government that proved willing to fight him at virtually every turn. The irony of the fact that this

rival faction consisted of the very people who had convinced him to rule for the good of his land was not lost on Ho. Despite these and other difficulties, Kamehameha IV ruled well and justly until his death in 2045. Despite the bleating of conspiracy theorists, no one has ever discovered the slightest shred of evidence pointing to foul play. Danforth Ho's son Gordon ascended the throne at the age of 25, and rules today as King Kamehameha V.

GOVERNMENT

The two branches of the Hawai'ian government are the ali'i and his appointed officials, and the elected legislature. Both branches can propose legislation. The legislature can block a proposal by the ali'i with a three-quarters majority. If the ali'i chooses to override a legislative veto, all members of the legislature must resign, effectively paralyzing the entire government until new elections can be held. A responsible ali'i, therefore, rarely exercises his royal prerogative to override. The ali'i can block a proposal by the legislature, but that chamber can overturn a royal veto with a three-quarters majority.

Though the legislature can unseat the ali'i and replace him with the heir apparent, the current Ali'i enjoys considerable popular support. Any move to replace him would virtually guarantee election losses for all legislative incumbents.

ROYAL FAMILY

The current ali'i is King Kamehameha V, born Gordon Ho in 2020. Only half his ancestry is Hawai'ian, but his bloodline can be traced directly to the great King Kamehameha I. Kamehameha V holds a postgraduate degree in economics from Harvard and is an excellent judge of people.

His chief advisor is a kahuna named Ke-one-poko ("the short sand"), an aging yet powerful man who also served as advisor to King Kamehameha IV. Ke-one-poko is widely believed to be a *Nene* shaman, though he has never publicly revealed his totem. The ali'i regards the kahuna as a friend and mentor, as well as political advisor.

LEGISLATIVE FACTIONS

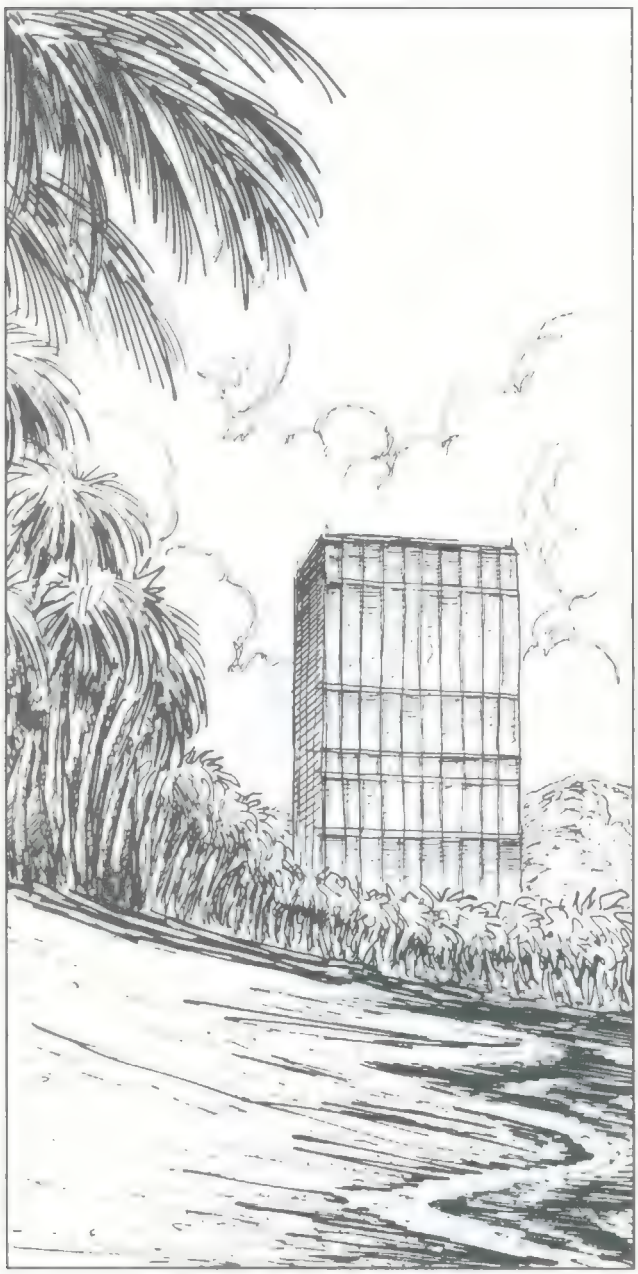
Of the various factions within the legislature, the most important includes many of the leaders of the original Na Kama'aina. Though many of these individuals claim to support the pan-Polynesian cause of the new Na Kama'aina and ALOHA (though they publicly denounce ALOHA's violent tactics), many political analysts believe that these old lions are simply clutching at any straw that might prove useful in prying power from the ali'i's grip.

ECONOMY

The modern-day Kingdom of Hawai'i owes its strong economy to tourism and virtually unfettered megacorporate activity. The nation remains a favorite vacation spot for high-ranking, corporate execs around the world, and the Waikiki

region of Honolulu caters specifically to this group. The majority of the nation's wealth, however, comes from its status as a free port for megacorporate trade, and other business transactions. In exchange for corporate help in gaining independence, Hawai'i's king promised the megacorps more latitude than they enjoy almost anywhere else in the world, and those policies largely went into effect. The sheer volume of trade funneled through Hawai'i guarantees that the government's coffers are never empty, despite the Kingdom's low tax rate. At the same time, the huge volume of trade benefits all kinds of local companies.

Though increasing numbers of residents of Hawai'i regard the corps as undesirable foreign influences, wiser heads both within and outside the government recognize that the corporations are necessary to Hawai'i's survival.



Because the island nation is not self-sufficient, the economy would collapse without corporate or other outside influences. In addition, the megacorporate presence provides a needed buffer against the acquisitive impulses of other nations, particularly UCAS and Japan. UCAS would love to repatriate the island chain, and Japan is angling to control Hawai'i through its client state, CalFree. Only the presence of the corporations has given the Kingdom of Hawai'i the necessary wealth and resources to resist encroachment on its hard-won sovereignty. Distasteful though it may be, corporate involvement is a necessity for the survival of Hawai'i as a sovereign nation.

Though 10 percent of the population officially lives below the poverty line, a significant number of these people do so voluntarily. Many Hawai'ians, usually those of Polynesian descent, prefer to live simply in the mountains and valleys of the islands, relying on subsistence farming and rejecting all technology more advanced than that which existed in the 19th century.

>>>>>[True, as far as it goes. That 10 percent figure is based on the *official* population, those with registered SINs. Nobody knows how big Honolulu's SINless underclass is, but you can bet your hoop lots of *them* live below the poverty line.]<<<<<

—Auntie Social (19:50:33/12-13-54)

Hawai'i follows the international standard of using the nuyen as its official currency. Various groups advocating the expulsion of non-Polynesian peoples and influences from the islands want to overturn this standard and bring back a traditional currency, perhaps based on the *pa'anga* of Tonga, but these efforts have shown little success. Though standard costs for goods usually amount to 105 percent of comparable costs in Seattle, Honolulu supports a strong black market. Buyers with the right connections and a little luck can sometimes acquire certain goods and services for as little as 90 percent of comparable Seattle prices.

CULTURAL FORCES

The epidemics of the 19th century decimated the native, Polynesian Hawai'ians, and the percentage of such natives in the islands' population has remained low. In 2010, so-called "true" Hawai'ians made up a mere 6 percent of the population. Though immigration from other Polynesian islands has increased the Polynesian population in the past four decades, fewer than 10 percent of the population can legitimately claim as much as a quarter of Hawai'ian ancestry, and as few as 1 percent are pure *kama'aina*. As of 2050, the population breakdown by ethnic group is as follows:

Polynesians	9.5%
Anglo-American	30.0%
Asian	58.4%
Hispanic	2.1%

English remains the Kingdom's official language, a fact that irritates many *kama'aina*. The second most common language is Japanese, though fewer than 5 percent of the population speak Japanese exclusively. Most Polynesians speak Hawai'ian, and roughly half the Polynesian population use it more often than they speak English or Japanese. Almost all Polynesians, however, understand English.

>>>>>[Course, some of the more militant slags pretend not to understand English, just to make a point or slot you off.]<<<<<
—Grace (12:25:32/12-8-54)

AWAKENED RACES AND CREATURES

For reasons still unknown, the Awakening created a higher percentage of orks and trolls in the Hawai'ian Islands than in most other locations in the world. The large number of orks and trolls among the population has resulted in a culture remarkably free of knee-jerk prejudice against "trogs," by comparison to the rest of the world.

>>>>>[Knee-jerk prejudice still exists in Hawai'i, but it's directed more against *elves*.]<<<<<
—Auntie Social (19:53:19/12-13-54)

>>>>>[About fragging time, too.]<<<<<
—Trashcan Man (00:06:49/12-15-54)

The three most prominent examples of Awakened creatures exclusive to the Hawai'ian Islands are the *nene*, the *mo'o*, and the gray whale. The *nene* is a goose adapted to life on the harsh, volcanic rocks of the Hawai'ian mountains, more aggressive and resilient than its un-Awakened counterpart. The *mo'o* is an Awakened gecko lizard, and a wide range of lizard metaspecies belongs to this classification. The gray whale is larger and even more intelligent than its un-Awakened cousins.

>>>>>[An Awakened *whale*? I'm gonna give up surfing. . .]<<<<<
—Lucinda (13:00:20/12-4-54)

KAHUNAS

Hawai'ian shamans are traditionally referred to as kahunas, a term that some apply to hermetic mages as well. Highly respected for their power and the wisdom with which tradition has invested them, kahunas act as counselors, psychologists, doctors, veterinarians, and repositories of folklore. According to tradition, the chief advisor to the Ali'i must be a kahuna.

Hawai'ian kahunas typically follow the songs of totems native to the islands, though some follow other totems. Interestingly, of the non-island totems, native Hawai'ians only follow Cat, Dog, Rat, and Shark.

SECESSIONIST REMNANTS

Despite the secession of the Kingdom of Hawai'i from the U.S., certain diehards among the original secessionists remain dissatisfied. They believe that multinational megacorporations have too much influence on life in Hawai'i and on the actions of its government, robbing the kingdom of true self-determination. They also object to the fact that the dominant languages and cultural forces in the kingdom are Anglo-American and Japanese rather than Polynesian. According to the anti-foreigner firebrands, Hawai'i can only claim true independence when the nation is governed by Hawai'ians for Hawai'ians, without megacorporate influence.

The secessionist group Na Kama'aina has recently resurfaced as a social force, with a new rallying cry of "Polynesia for Polynesians." Its leaders talk of a United Polynesia, an ethnically pure homeland for the Polynesian people, free of all outside influences. Drawing their inspiration from the various folktales that speak of Hawai'i as the central mountain peaks of a huge, sunken continent that will soon resurface to reassert dominance over the world, many Na Kama'aina followers currently work toward making Hawai'i the economic and political center of a United Polynesia.

To demonstrate solidarity with Na Kama'aina's goals; many native Polynesians are trying to resurrect the culture that existed before the arrival of the missionaries and traders. Unfortunately, so few reliable records of that culture remain that their attempts amount to little more than wild guesses. Many *kama'aina*, particularly the young militants, are learning Hawai'ian and other Polynesian languages and adopting traditional Hawai'ian names. It is quite common to meet a young *kama'aina* whose credstick identifies him as

Thomas Smith, but who calls himself *Ka-wena-'ula-a-Hi'iaka-i-ka-poli-o-Pele-ka-wahine-'ai-ho-nua* ("The red glow of the sky made by Hi'iaka in the bosom of Pele the earth-eating woman").

ALOHA Rises Again

Though the new incarnation of Na Kama'aina claims that it can achieve its goals without resorting to violence or bloodshed, the ever-present splinter groups and upstart organizations such as ALOHA intend to achieve a purely Polynesian state by any means necessary. The existence and/or extent of any connection between modern-day ALOHA and the organization of the same name that bombed military bases before the secession remains in doubt, but the group indulges in similar terrorist attacks against megacorporate assets.

HAWAI'IAN LANGUAGE

The Hawai'ian language is gradually gaining in popularity and importance, though English and Japanese remain dominant. The glossary below lists several commonly used Hawai'ian terms.

Glossary Key

adj. = adjective
adv. = adverb
art. = article
conj. = conjunction
(for) = formal
(inf) = informal
(ins) = insulting
interj. = interjection
mod. = modifier
n. = noun
prep. = preposition
v. = verb

a *conj.* Of.
ali'i *n.* King.
aloha! *interj.* Principally hello, hoi, and good-bye. The term also has many other meanings, including love, mercy, compassion, pity, loved one, and so on.
bruddah *interj.* Friend (inf; common equivalent of chummer).
e *mod.* Imperative modifier, as in "*E hele,*" meaning "Go ahead," or "Go!"
hale *n.* House.
haole *n.* White person; foreigner (usually ins).
hawawa *n.* Man (ins; equivalent to slag).
hele *v.* To go.
hoa *n.* Friend (equivalent to chummer).
hoa palo *n.* Enemy.
ho'okalakupua *n.* Magic.
'illo or **'illo wahine** *n.* Woman (ins; equivalent to biff or slitch).
ka, ke *art.* The.
kahuna *n.* Priest, sorcerer; expert in any profession.
kama'aina *n.* Native Hawai'ian ("land child").
kanaka *n.* Human or metahuman.
kane *n.* Man.
kanike *interj.* Common negation equivalent to buildrek, as in "Cut the *kanike, hoa.*"
keko *n.* Human (ins.; used by metahumans).
kila *n.* Cyberware ("steel").
kukae *interj.* Common curse word, equivalent to drek.
ma *conj.* At.
mai *mod.* Negative imperative, meaning "don't," as in "*Mai hele,*" or "Don't go."
makai *adv.* Toward the sea.
make *v.* To kill.
make loa *v.* To die.
mauka *adv.* Inland.
mea make *n.* Weapon.
naheka *n:* Snake
niwalikanaka *n.* Elf (ins).
ola *v.* To exist; to be alive.
pe-hla 'oe? "How are you?"
pilikua *n.* Troll.
pu *n.* Gun.
ule *n.* Common insult, equivalent to pud.
wahine *n.* Woman.
wikanikanaka *n.* Ork.
wiwikane *n.* Elf.

MILITARY FORCES

Used only for defense, the Royal Hawai'ian Armed Forces represent a unified, modern military, tailor-made for combined-arms operations. The Hawai'ian military is excellently suited for repelling attacks by air or sea, but is virtually incapable of attack or defense any significant distance beyond Hawai'i's territory. As is true of most militaries, Hawai'ian forces have no defenses against space-based attacks.

AIR FORCE

Hawai'i's small but lethal air force operates out of Kaiao Field, formerly Hickam AFB, west of Honolulu. Upon secession, the island nation "inherited" large amounts of state-of-the-art, advanced technology from America's research into hypersonic spy-planes, which the air force has put to good use.

GROUND FORCES

Hawai'ian ground forces more closely resemble the former U.S. National Guard than the U.S. Army. The Hawai'ian army, known as Pu'ali Koa among civilians, frequently cross-trains with the Hawai'ian National Police Force (Na Maka'i).

NAVY

Though Hawai'i's naval vessels seem to date from before the secession, the apparent age of the fleet is an illusion. The hulls of Hawai'ian naval vessels were under construction at the Pearl Harbor Naval Shipyard when Hawai'i declared its independence, and so range in age up to three decades old or better. However, all systems installed within those old hulls are close to the cutting edge of military technology. At any given time, roughly 5 percent of the nation's naval force is in dry dock for refits and upgrades, and most vessels have up-to-date fire-control and weapons systems.

COVERT FORCES

Most military analysts and even most Hawai'ian civilians know that the Kingdom has covert forces. Little, however, is known about the number, composition, training, missions, and so on of the so-called Na Kiu.

MILITARY FACILITIES

In addition to the spy-plane projects at Hickam AFB, Hawai'i "inherited" several other military facilities from the U.S. government. The best-known of these facilities are Space City, the old SDI facility atop Mount Haleakala on Maui, and the mysterious research site near Kahuku Point on Oahu. The Hawai'ian government has maintained as high a level of security as that formerly maintained by America, so the average citizen knows little about what goes on at these facilities.

A few people speculate that government agencies are conducting magical experiments within the Haleakala crater, possibly in an attempt to supplement the armed forces with

powerful magic. Most research projects in these facilities are so "black" that speculating about them too much can be hazardous to the health.

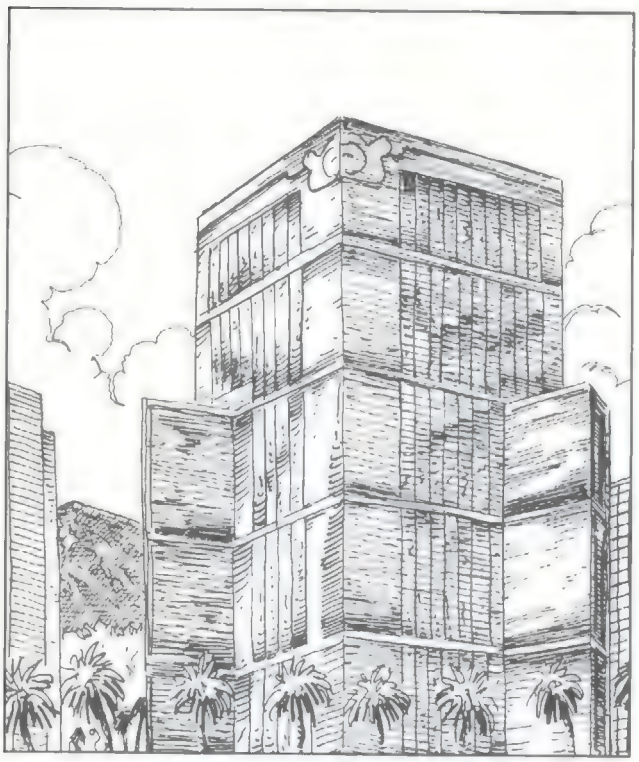
HONOLULU

Hawai'i's capital city of Greater Honolulu is divided into Honolulu and Waikiki. The modern-day sprawl extends from Diamond Head in the east, along the south coast of Oahu to a point just west of Pearl Harbor and climbs through the valleys that reach like fingers into the Ko'olau mountain range north of the city. The sprawl incorporates once-distinct urban areas such as Pearl City, Waipahu, and Ewa Beach. It has fewer slums than the Seattle sprawl, and nothing within Honolulu's city limits even comes close to the squalor of the Redmond Barrens or Hell's Kitchen.

VITAL STATISTICS

Population: 2,978,000
- Human: 57%
- Elf: 12%
- Ork: 22%
- Troll: 9%
- Other: 0%

Density In Populated Districts: 1,000+ per square kilometer
Per Capita Income: 31,000¥
Below Poverty Level: 19%
On Fortune's Active Traders List: 8%
Persons of Corporate Affiliation: 66%
Means of Commuting to Work:
- Internal -Combustion Vehicle, Individual: 3%



AutoGuide Electric Vehicles, Individual: 24%
AutoGuide Electric Vehicles, Group: 61%
On-site Workers: 10%
Other: 2%

Felonious Crime Rate: 7 per 1,000 per annum

Education:
High School Equivalency: 31%
College Equivalency: 32%
Advanced Studies Certificates: 13%

Hospitals: 33

DISTRICTS

The most prominent districts of Honolulu are Waikiki and the downtown area. Craters at Diamond Head and Punchbowl overlook the Greater Honolulu sprawl.

Waikiki

Widely known as the tourist district, Waikiki represents a wonderland of five-star hotels, breathtaking post-modern architecture, ritzy nightclubs, and restaurants that run credit checks before accepting a reservation. High-level corporate executives comprise virtually all of the vacationers, as few ordinary citizens can afford Waikiki's prices. The population in Waikiki is dense, but transient, because most "residents" are tourists staying in 1,000¥-per-night rooms in the Outrigger Ala Moana or Royal Hawai'ian hotels.

Kapiolani Park and Diamond Head form Waikiki's eastern boundary, Kapiolani Boulevard its western boundary, and the misnamed H1 Interstate its northern boundary.

Downtown

Towering skyrakers, each bearing the logo of a major megacorporation, dominate the downtown section of modern Honolulu. The financial district, in many ways the heartbeat of the district, centers around the intersection of Nuuanu Avenue and Beretania Street. In addition to the corporate centers, the downtown district also contains the Iolani Palace and the Legislative Building, home to the elected branch of the Hawai'ian government. Both buildings are located on King Street, a short distance east of downtown's corporate core.

Diamond Head and Punchbowl

Both extinct volcanic craters, Diamond Head and Punchbowl overlook the sprawl of Greater Honolulu. The subject of countless holo postcards, Diamond Head lies to the east of the city, by Kapiolani Park. A brisk, 40-minute walk from the park takes the interested tourist to a vantage point from which he can see the sprawl spread out before him.

Punchbowl once held immense significance in the Hawai'ian religion as the site of human sacrifices and other important rituals, still reflected in its official name of *Puowaina* ("Hill of Sacrifices"). In the 20th century, Punchbowl became a military cemetery. After secession, the independent Hawai'ian government exhumed the bodies and shipped them back to UCAS with appropriate honors. As of 2055, Punchbowl is a public park. According to rumor, the site hosts mysterious, magical rituals after nightfall.

TRANSPORTATION

Though Honolulu residents are permitted to drive private vehicles, many choose to use public transport instead. Most residents with private vehicles connect them to the city's AutoGuide system, because retaining personal control over the vehicle means coping consciously with the city's confusing network of one-way and restricted-use streets.

AutoGuide System

Honolulu's AutoGuide vehicle guidance and control system works similarly to the GridGuide system used in Seattle, though it handles individual vehicles less well. Despite the system's problems, most drivers still find it easier to drive using AutoGuide than to navigate through Honolulu's traffic on their own. The autopilot of a vehicle linked to the AutoGuide system loses one level of effectiveness.

The Bus

In addition to handling private vehicles, the AutoGuide system controls the city's extensive public transit system, known as the Bus. Each of the big, yellow vehicles that makes up the system has "The Bus" painted on it in meter-high letters. The public transit system covers the city and extends across the entire island of Oahu. Tourists can catch The Bus at the five-floor Ala Moana shopping center and

travel from there all the way around the coast of the island, a four-hour trip. The Bus is surprisingly efficient, and many people who refuse to use public transit in other cities gladly rely on The Bus for daily transportation. The autopilot system of The Bus is minimal without the AutoGuide system, but with the AutoGuide system provides Level 3 effectiveness.

LAW ENFORCEMENT

The Hawai'ian National Police Force, also known as Na Maka'i, enforces the law throughout the islands. It also has nominal jurisdiction over Hawai'ian waters to a distance of 50 kilometers from shore, though in practice it cedes this jurisdiction to the navy. As its name implies, the HNPF is a national police force, rather than an independent law enforcement contractor such as Seattle's Lone Star.

HNPF engages in community policing, assigning individual officers to a given neighborhood for six-month tours of duty. Community policing allows the officers and the local people to get to know each other, making it more likely that people will trust and cooperate with their police officer. Trained to prevent crime by defusing troublesome situations, HNPF officers can often sense trouble brewing and will go out of their way to calm the people involved before violence breaks out. Though HNPF officers regard pulling out the big guns as a last resort, they frequently fight smarter and harder than the average Lone Star cop. Many HNPF officers are kahunas, though few have any great power. The HNPF Special Response Team consists exclusively of physical adepts, trained in special weapons and tactics.

ORGANIZED CRIME

Organized crime in the Kingdom of Hawai'i belongs exclusively to the yakuza. Traditionally protectors of the common folk in Japan, the Hawai'ian branch of the organization has assumed similar responsibility toward the islands' Japanese inhabitants. In predominantly Japanese areas, the yakuza collects protection money from businesses, but actually offers protection in return against hostility toward or encroachment on Japanese interests by the *kama'aina* population.

The yakuza makes the bulk of its money by skimming huge sums of nuyen from Hawai'i's black market. Corporations that employ Hawai'ian residents instead of importing workers and keeping them in corporate enclaves quickly learn that a liaison with the yakuza is the only way to keep business running smoothly. Corps that attempt to operate without the yakuza's blessings suffer from a staggering number of accidents—not enough to provoke direct action by a corporate army, but enough to dramatically decrease the overall profitability of any given project.

SHADOWS IN PARADISE

Honolulu is the center of the Hawai'ian shadow community, a smaller community than that in Seattle because of the difficulty of entering or leaving the kingdom on an unofficial basis. The level of corporate activity, however, means greater numbers of available shadowruns. The average Honolulu-based runner sees more action in any given year than his or her colleague in Seattle, and the increased risks that Hawai'ian operatives run means a higher rate of turnover in personnel. Hawai'i's unique geography makes for fewer wannabes among Honolulu shadowrunners; if a runner hoses up big-time, he has nowhere to run.

Honolulu fixers operate largely through personal relationships. In the Seattle sprawl, a good brag sheet can get a runner biz, even from a fixer he does not know. A Honolulu fixer does business with people he knows and trusts, even if that policy means rejecting runners who might have greater skills.

NEW TOTEMS

The following information describes totems unique to magic users from the Kingdom of Hawai'i: *Honu* (Turtle), *Kohola* (Whale), *Mo'o* (Gecko), and *Nene* (Goose).

HONU (TURTLE)

Characteristics: The placid Turtle exists in complete harmony with his environment. Though fertile, he feels little responsibility toward his young or toward those who follow him. Turtle sees survival as a privilege to be earned rather than a right to be granted. He finds combat to be an alien concept, and prefers to escape from danger by using his environment as a shield.
Favored Environment: On or near the sea
Advantages: +2 dice for illusion spells, +2 dice for conjuring sea spirits.
Disadvantages: Turtle shamans feel little urge to protect others, even when doing so poses no danger to them. Turtle shamans tend to go through life in a detached state, observing things going on around them rather than participating. Their innate lack of curiosity makes them difficult to rouse to action. Turtle shamans suffer a –2 die modifier for combat spells.

KOHOLA (WHALE)

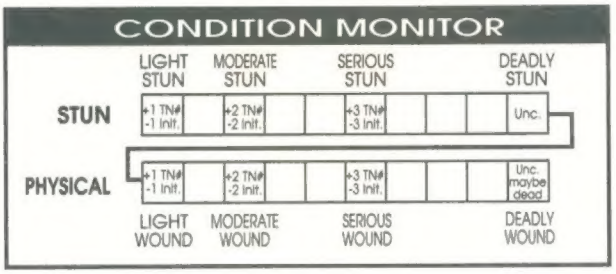
Characteristics: Whale exists in harmony with her environment, aware of and reveling in the interconnectedness of the world. Whale appreciates beauty and the importance of tradition above all things, and holds personal honor and fulfilling oaths dearer than all else. Loyal to those she adopts, Whale protects them with her life if necessary. Though slow to anger, her rage is terrible to behold.
Favored Environment: On or near the sea
Advantages: +2 dice for combat spells, +2 dice for conjuring sea spirits.
Disadvantages: Whale shamans never engage in combat unless attacked. Once aroused, however, they are almost impossible to stop. (Whale shamans do not start fights—they finish them.) A Whale shaman refuses to break an oath, believing that her totem will punish such an act by withdrawing all of her powers. A smart Whale shaman knows that the best way to avoid breaking an oath is not to make one. Whale shamans suffer a –1 die modifier for illusion spells.

MO'O (GECKO)

Characteristics: Because he is fast-moving, Gecko is virtually impossible to pin down. He is a prankster, but not a thief. Extremely adaptable and difficult to kill, Gecko almost always manages to get into places that others wish to bar him from. Unfortunately, he often assumes that his colleagues can avoid trouble as easily as he does.
Favored Environment: Gecko is comfortable in any environment
Advantages: +2 dice for manipulation or illusion spells, +1 die for resisting the effects of poison.
Disadvantages: Most Gecko shamans have short attention spans and find it difficult to keep their minds on a single task. They revel in getting into trouble for the sheer joy of getting out of it. (Unfortunately, they tend to bring their friends along.) A Gecko shaman suffers a –1 die modifier for combat spells.

NENE (GOOSE)

Characteristics: Bound to the islands of Hawai'i, Goose draws her power directly from the volcanic rock which compose the islands. Incredibly adaptable, Goose can survive in virtually any environment. She is a loner by nature, extremely tenacious and fierce when threatened. Goose owes her loyalty to the islands of Hawai'i and the *kama'aina* as a whole, rather than to individuals.
Favored Environment: Volcanic mountains
Advantages: +1 die for combat spells, +3 dice for conjuring mountain spirits.
Disadvantages: Goose shamans take the greatest good of the greatest number to heart, and that principle guides all their actions. To them, tradition is so important that those who turn away from the traditions of their ancestors often lose their totem's protection. Goose shamans suffer a +2 modifier to all target numbers for tests made when not standing on the earth of the Hawai'ian Islands.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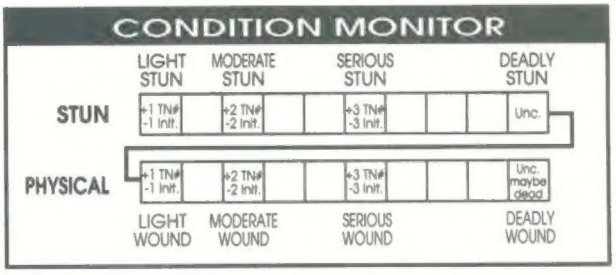
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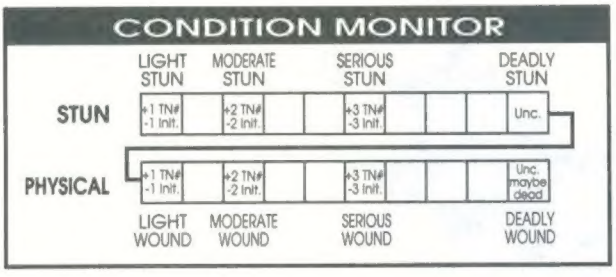
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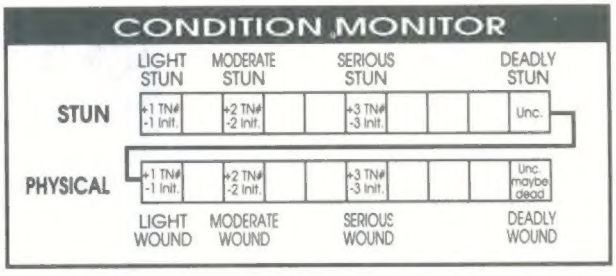
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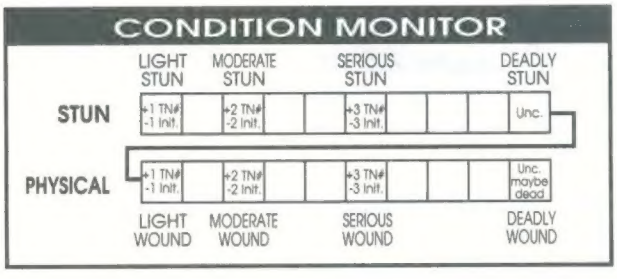
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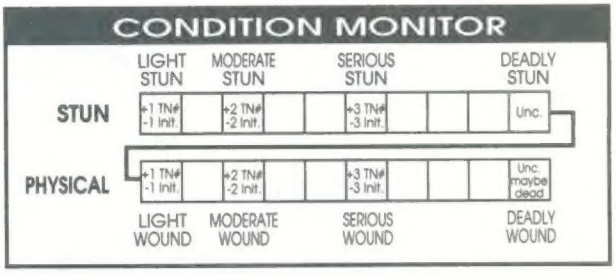
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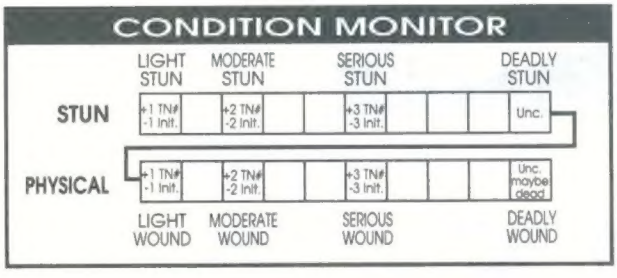
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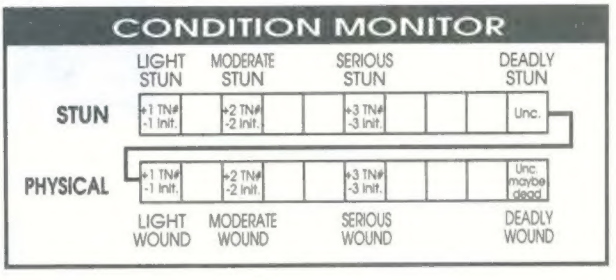
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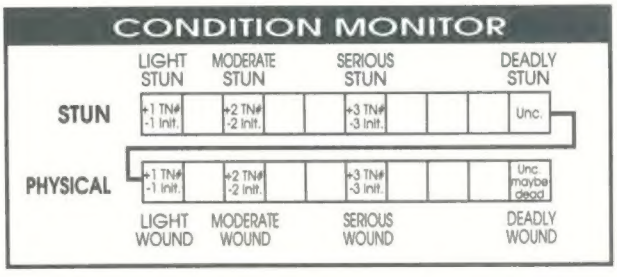
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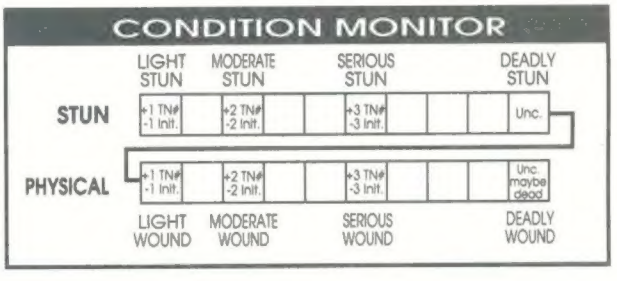
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